

STITH THOMPSON

Motif-Index
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Motif-Index
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Vol. III



MOTIF-INDEX OF FOLK-LITERATURE

*A Classification of Narrative Elements in
Folktales, Ballads, Myths, Fables, Mediaeval Romances,
Exempla, Fabliaux, Jest-Books, and
Local Legends*

REVISED AND ENLARGED EDITION BY

STITH THOMPSON
Indiana University

VOLUME THREE
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F. MARVELS

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F0—F199. Other world journeys.

F0. *Journey to other world.* *Patch Some Elements in Mediaeval Descriptions of the Otherworld (PMLA XXXIII 601—643); *Wimberly 108ff.; *Ward II 396ff.; *von Negelein Zs. f. Vksk. XI 16ff., 149ff., 263ff.; *Encyc. Rel. Ethics s.v. "Other world"; *Henne-am Rhyn Das Jenseits (1881). — Irish: Nuit The Irish Vision of the Happy Otherworld and the Celtic Doctrine of Rebirth (in Meyer, *The Voyage of Bran*), *Cross; Welsh: MacCulloch Celtic 114ff.; Brown Iwain 56ff.; Icelandic: Gould Scandinavian Studies and Notes IX (1927) 190; German: "Siuts Jenseit-motive im deutschen Volksmärchen; Jewish: *Neuman; Hindu: Tawney I 58f., 417ff., 526f., II 267ff., 288ff.; Arabian: Burton Nights VIII 70, IX 181ff., S II 85ff., S IV 443ff.; Russian: Kuzenow Ueber den Glauben vom Jenseits und den Todtenkultus der Tcheremissen (Internationales Archiv für Ethnographie IX No. 4, X No. 2); Melanesia (Ysabel): Codrington 365, (Mono-Alu-Fauru): Wheeler 21f., 33, (Buin): ibid. 47, (Papua): Ker 7; N. A. Indian: *Thompson Tales 330 n. 192.
C13. The offended skul. Skul invited to dinner. Attends dinner and carries host off to other world. C311. Tabu: eating in other world. C542. Tabu: touching treasures of otherworld. C710. Tabus connected with otherworld journeys. D1810.1. Magic knowledge from queen of other world. D1889.5. Rejuvenation by going to other world and having digestive tract removed. D1896. Magic aging by contact with earth after otherworld journey. D2006.2. Sight of old home reawakens memory and brings about return from other world. E480. Abode of the dead. H1250. Quests to the other world. V511. Visions of the other world. X950. Schlaraffenland. (Land of Cokayne). Land in which impossible things happen.

F0.1. *Names for otherworld.* Irish myth: *Cross.

F1. *Journey to otherworld as dream or vision.* *Loomis White Magic 52.
— Irish myth: *Cross; French Canadian: Barbeau JAFL XXIX 25.

F2. *Translation to otherworld without dying.* (Cf. F12.3.) India: Thompson-Balys.
E750. Perils of the soul.

F2.1. *Supernatural husband takes mortal wife with him to heaven.* India: Thompson-Balys.

F3. *Journey to otherworld as invasion.* Irish myth: *Cross.

F4. *Journey to otherworld as hunt.* Irish myth: *Cross.

F5. *Journey to otherworld as penance.* Irish myth: Cross.

F6. *Departure to otherworld (fairyland) attributed to death.* Irish myth: *Cross.

F7. *Journey to otherworld with angel.* Jewish: Neuman.

F10—F79. THE UPPER WORLD

F10. Journey to upper world. Most references for F0 discuss this motif. Chauvin VII 54ff. No. 77. — Greek: Frazer Apollodorus I 332 n. 2 (Dionysus and Semele); India: *Thompson-Balys, Tawney II 483; Chinese: Werner 224, 282; Eskimo (Bering Strait): Nelson RBAE XVIII 460, 515; N. A. Indian: *Thompson Tales 311 n. 118; S. A. Indian (Kariri, Shipaya): Métraux MAFLS XL 25; Africa (Gold Coast): Barker and Sinclair 97 No. 18, (Fjort): Dennett 74 No. 16, (Ekoi): Talbot 71, 184, 344, (Congo): Weeks 202 No. 1, 217 No. 12, (Zulu): Callaway 147, (Ila [Rhodesia]): Smith and Dale II 348.

A651.1. Series of upper worlds. A660. Nature of the upper world. B551.1. Fish carries man to upper world. H1260. Quest to the upper world. V511.1. Visions of heaven.

F10.1. Return from upper world. Indonesia: DeVries' list No. 165.

F10.2. Man taken to upper world sees all that happens on earth. Jewish: Neuman.

F11. Journey to heaven (upper-world paradise). Types 800—809; K. Kahler Heaven and Hell in Comparative Religion (New York, 1923). — Irish myth: *Cross; Icelandic: Hartland Science 193; Jewish: *Neuman; Arabian: Burton Nights II 197n.; India: *Thompson-Balys; Buddhist myth: Malalasekera I 606, II 294; Chinese: Eberhard FFC CXX 183; Korean: Zong in-Sob 171; Melanesia: Wheeler 21f., Codrington II 1, Ker 7; N. A. Indian (Thompson River): Teit MAFLS XI 53 No. 34; S. A. Indian (Chiriguano): Métraux RMLP XXXIII 177. A561. Heaven. A594. Christian paradise. E754.2. Saved soul goes to heaven. E755.1. Souls in heaven. F111. Journey to earthly paradise. Land of happiness. H1261. Quest: a crown from heaven. H1262. Quest: God to be brought from heaven. Q565. Man admitted to neither heaven nor hell. V520. Salvation. V522. Sinner reformed after visit to heaven and hell.

F11.1. Journey to heaven in trance. Hartland Science 189; Spanish Exempla: Keller.

F11.2. Man goes to heaven without dying. (Cf. D1856, F2.) Jewish: *Neuman.

F11.3. Man goes to heaven for limited time. Jewish: *Neuman.

F12. Journey to see deity. Usually to the upper world. *Type 460A; *Aarne FFC XXIII 124. — Jewish: *Neuman; India: *Thompson-Balys; Tuamotu: Stimson MS (T-G. 3/79); Africa (Ekoi): Talbot 18, 184.

A151. Home of the gods. A575. Departed deity grants requests to visitors. E754.2. Saved soul goes to heaven. H1263. Quest to God for fortune. H1289.4. Quest to deity.

F12.1. Journey to sky-god. Chinese: Graham.
A210. Sky God.

F12.2. Grieving mortal taken by god of the dead up to otherworld to identify his son, who has just died. India: Thompson-Balys.

F12.3. Men taken by Brahma to Siva so they can petition him personally. India: Thompson-Balys.

F12.4. Journey to heaven to see Buddha. Chinese: Eberhard FFC CXX 183.

F13. Man admitted into heaven but must not find fault. *Type 801; BP III 297.

F171.6. Mysterious punishments in otherworld. K2371.1. Heaven entered by a trick. Q312.1. Punishment for finding fault with God's works in heaven.

F15. Visit to star-world. Chinese: Graham; N. A. Indian: **Thompson The Star-Husband Tale 93—163; *Thompson Tales 311 n. 118c; S. A. Indian (Cherentes, Amazon): Alexander Lat. Am. 308, (Toba): Métraux MAFLS XL 41, (Chaco): Métraux BBAE CXLIII (1) 369.
 A761. Ascent to stars. People or animal ascend to the sky and become stars. C15.1. Wish for star-husband realized. H1282. Quest to morning star for answers to questions.

F15.1. Man seeks his mother (star-maiden) in upper world. Chinese: Graham.

F16. Visit to land of moon. India: Thompson-Balys; Eskimo (Bering Strait): Nelson RBAE XVIII 515, (Greenland): Rasmussen II 30, Rink 440, (Central Eskimo): Boas RBAE VI 598; Africa (Angola): Chatelain 131 No. 12.
 A750. Condition and nature of the moon. H1283. Quest to moon for answers to questions.

F17. Visit to land of the sun. *Type 461; *Aarne FFC XXIII 115ff. — N. A. Indian: *Thompson Tales 311 n. 118b; Aztec: Alexander Lat. Am. 82, 90; Africa: Werner African 233, (Angola): Chatelain 131 No. 12.
 A720. Nature and condition of the sun. H1284. Quest to sun for answers to questions.

F30. Inhabitant of upper world visits earth. India: Thompson-Balys.
 A316. Goddess divides time between upper and lower worlds. A1231. First man descends from sky.

F31. Child of deity visits earth. India: *Thompson-Balys; Africa (Eko): Talbot 342, 359, 389, (Ila, Rhodesia): Smith and Dale II 347.
 F31.1. Child of deity stolen and brought down to earth. India: Thompson-Balys.

F32. God visits earth. Jewish: *Neuman; India: *Thompson-Balys; Buddhist myth: Malalasekera I 1003; Hawaii: Beckwith Myth 3; Africa (Fang): Einstein 94, Trilles 137, (Ila [Rhodesia]): Smith and Dale II 348.
 A171.0.3. God descends from heaven. A180. Gods in relation to mortals. A189.10. Goddesses come down to earth by silken thread. K1811. Gods (saints) in disguise visit mortals.

F32.1. God descends to found royal dynasty. Tonga: Gifford 28.

F33. Cloud-folk visit earth. Africa (Congo): Weeks 205 No. 3.

F34. Temptress sent from upper world by deity (Pandora). Greek: Grote I 72.

F35. Divine animal visits earth.

F35.1. Divine cow descends to earth. India: Thompson-Balys.

F35.2. Divine elephant comes down from heaven to feed and disport himself. India: Thompson-Balys.

F50. Access to upper world.
 A702. Nature of the sky. C771.1. Tabu: building too high a tower (Tower of Babel). F152.1. Rainbow bridge to otherworld.

F51. Sky-rope. Access to upper world by means of a rope. BP II 511 (Gr. No. 112); Fb "reb" III 25b. — Icelandic: Gering Islensk Ævenyrti II 166f.; India: *Thompson-Balys; Chinese: Graham; Japanese: Ikeda; Korean: Zong in-Sob 24, 227; Oceanic (Indonesia, Melanesia,

Polynesia): Dixon 66, 156f, 160, Beckwith Myth 255, (Tonga): Gifford 20; N. A. Indian: Hatt Asiatic Influences 48ff., *Thompson Tales 283 n. 48, (California): Gayton and Newman 78; Maya: Alexander Lat. Am. 153; S. A. Indian (Warrau): Kirchoff BBAE CXLIII (3) 880, Alexander Lat. Am. 271, (Toba, Mataco): Métraux BBAE CXLIII (3) 448, MAFLS XL 101—103; Cape Verde Islands: Parsons MAFLS XV (1) 10, 12.

F96. Rope to lower world. R323.1. Murderer escapes to sky on sky rope.

F51.0.1. *Sky-rope shot by means of arrow*. Indonesia: Kruyt Het animisme 494.

F51.0.2. *Four sky-ropes*. Irish myth: *Cross.

F51.1 *Special kinds of sky-rope*.

F51.1.1. *Spider-web sky-rope*. (Cf. F101.7.) Spider makes web on which ascent or descent is accomplished. India: Thompson-Balys; Oceanic (Hawaii, New Zealand, New Hebrides, Caroline Is.): Dixon 59, 66, (Maori): Clark 163f., (Hawaii): Beckwith Myth 254f., 530; N. A. Indian: *Thompson Tales 332 n. 201; Arawak and Carib: Alexander Lat. Am. Myth. 274; Africa: Werner African 132ff., (Baluyi, Basubiya, Congo, Angola): Chatelain 135, (Fjort): Dennett 74 No. 16.

F51.1.2. *Vine as sky-rope*. Indonesia: Dixon 66; Mono-Alu, Fauru: Wheeler 21f.; Philippine (Tinguian): Cole 33; N. A. Indian: Thompson Star Husband 130; S. A. Indian (Eastern Brazil): Lowie BBAE CXLIII (3) 434.

F51.1.3. *Stalk as sky-rope*. *Type 804.

F51.1.4. *Chaff sky-rope*. Fb "hakkelse" I 535.

F51.1.5. *Rope of god's own hair*. India: Thompson-Balys.

F51.1.5.1. *Heavenly being's hair as sky-rope*. Australia: Howitt-Slebert JAI XXXIV (1904) 121.

F51.1.6. *Iron chain hanging from heaven*. Korean: Zong In-Sob 10.

F51.1.7. *Sky-rope of mucus*. S. A. Indian (Yuracare): Métraux BBAE CXLIII (3) 504.

F51.2. *Sky-basket*. Ascent to or descent from upper world in a basket. N. A. Indian: *Thompson Tales 355 n. 283.

F51.2.1. *Ascent to upper world on seat attached to cord*. Philippine (Tinguian): Cole 110.

F52. *Ladder to upper world*. *Frazer Old Testament II 52ff.; *Toldo IV 59; Gaster Thespis 400. — Irish myth: Cross; Egyptian: Müller 176; Jewish: Neuman; India: Thompson-Balys; Philippine (Tinguian): Cole 126; N. A. Indian: *Thompson Tales 333 n. 204; Hatt Asiatic Influences 48ff.; S. A. Indian (Brazil): Oberg 108; Africa: Werner African 136, (Gold Coast): Barker and Sinclair 97 No. 18; Cape Verde Islands: Parsons MAFLS XV (1) 11 n. 2.

A697.1. Ladder from earth to heaven. F94. Stair to lower world.

F52.1. *Ladder of glass to upper world*. Irish myth: *Cross.

F52.2. *Columns of smoke as ladder to upper world*. (Cf. F61.3.1.) Jewish: Neuman.

F53. Ascent to upper world on arrow chain. Hero shoots arrows which join one another in the air to form a chain. *Pettazzoni The Chain of Arrows, the Diffusion of a Mythical Motive (FL XXXV 151); — Indonesia: Voorhoeve 142; Oceanic (Australia, New Hebrides, Aurora, Whitsundide, Torres Is., New Guinea): Dixon 139 n. 19, 293f.; N. A. Indian: *Thompson Tales 333 n. 203, Hatt Asiatic Influences 40ff.; S. A. Indian: *Lowie BBAE CXLIII (3) 55, *Ehrenreich Mythen u. Legend der südamerikanischen Urvölker 50. (Guarayú): Métraux BBAE CXLIII (3) 438, RMLP XXXIII 147, (Chiriguano): Métraux RMLP XXXIII 156, 164, BBAE CXLIII (3) 484, (Tupinamba): Métraux BBAE CXLIII (3) 132, (Jibaros, Ecuador): Karsten Myths of the Jibaros (cited from Boas JAFL XXXII 446).

D469.3. Transformation: chain of arrows to bridge. D1092. Magic arrow. F661.7. Skillful marksman throws needles. One enters eye of the other so as to form a straight line.

F54. Tree to upper world. Type 1960G; *BP II 511; Köhler-Bolte I 322; S. Solymossy Revue des études hongroises VI (1928) 311—336 No. 2. — Breton: Sébillot Incidents s.v. "branche", "paradis"; Egyptian: Müller 176; Sumatra: Dixon 160; Tonga: Gifford 25, 39, Beckwith Myth 482; Hawaii: ibid. 232; Samoa: ibid. 486; N. A. Indian: *Thompson Tales 332 n. 200; S. A. Indian (Cariri): Lowie BBAE CXLIII (1) 559, Métraux MAFLS XL 26, (Langua): Métraux ibid. 106, (Toba): Métraux ibid. 45; Africa: Werner African 136f.

A632.1. Tree to heaven. F811. Extraordinary tree.

F54.1. Tree stretches to sky. Type 1960G; BP II 511. — India: *Thompson-Balys; Japanese: Ikeda; Indonesia: De Vries Volksverhalen II 381 Nos. 146, Dixon 239; Tonga, Dobu, San Cristobal: Beckwith Myth 486; N. A. Indian: *Thompson Tales 332 n. 199, Alexander N. Am. 48, Hatt Asiatic Influences 48ff. (Zuñí): Parsons JAFL XXXIX 392; S. A. Indian (Charentes): Alexander Lat. Am. 308; Africa (Ekoi): Talbot 344, (Congo): Weeks 202 No. 1, (Bolok): Weeks Cannibals 202; Cape Verde Islands: Parsons MAFLS XV (1) 9.

D463.1. Transformation: stretching tree. A tree magically shoots upward. K1113. Abandonment on stretching tree. K1339.2. Woman enticed to upper world on a stretching tree. S112. Jealous father sends son to upper world on stretching tree.

F54.2. Plant grows to sky. (Jack and the Beanstalk). *Types 328A, 555, 852; BP I 147, *II 511; *MacCulloch Childhood 432ff.; Köhler-Bolte I 102; "Fb "træ" III 867b; Fischer Zs. f. Ethnographie LXIV 236. — Breton: Sébillot Incidents s.v. "fève"; Lithuanian: Balys Index No. 1416A; England, U.S., Australia: Baughman (Type 328A); Chinese: Graham; Philippine: Fansler MAFLS XII 286; Jamaica: *Beckwith MAFLS XVII 283 No. 114.

F970. Extraordinary behavior of trees and plants.

F55. Mountain reaches to sky. *Holmberg Baum 39f., 42f.; *Patch PMLA XXXIII 617 n. 56; MacCulloch Childhood 437; Wimberly 405. — German: *Siuts Jenseitsmotive 57; Egyptian: Müller 176; Maori: Clark 158; S. A. Indian (Mundurucu): Alexander Lat. Am. 308, (Ackawoi): ibid. 270; Africa (Ekoi): Talbot 184.

A665.3. Mountain supports sky. A702. Nature of the sky. F145. Mountain at borders of otherworld. F750. Extraordinary mountains and other land features.

F55.1. Mountain stretches to sky. India: Thompson-Balys; N. A. Indian (Maidu): Powers Contributions to N. A. Ethnology III 341, (Ts'ets'aut): Boas JAFL X 38.

D482.4. Transformation: stretching cliff.

F55.2. Rocks piled up to sky. India: Thompson-Balys.

F56. *Sky-window*. An opening into the sky gives access to upper world. Gaster Thespis 181; Irish myth: *Cross; Jewish: Neuman; Chinese: Werner 225; Melanesian: Codrington 365; Indonesia: Voorhoeve 64, (Sumatra, Kei Island); Dixon 156; Tonga: Gifford 149; Koryak: Jochelson JE VI 301, 307; Eskimo (Labrador): Hawkes GScan XIV 153, (West Hudson Bay): Boas BAM XV 339, (Central Eskimo): Boas RBAE VI 599, (Greenland): Rink 468, Rasmussen III 165, 170, Holm 80; N. A. Indian: *Thompson Tales 278 n. 28, Hatt Asiatic Influences 64; S. A. Indian (Warrau): Alexander Lat. Am. 271, Kirchoff BBAE CXLIII (3) 880, (Mojo): ibid (3) 424, (Sherente): Lowie ibid. (1) 515.

A680. Nature of the upper world. F91. Door entrance to lower world.

F56.1. *Sky-window from digging or uprooting plant (tree)* in upper world. Chinese: Werner 224f.; N. A. Indian: *Thompson Tales 332 n. 197.

C623. Tabu; digging. F92.1. Visit to lower world through hole made by lifting clumps of grass.

F56.2. *Bird pecks hole in sky-roof to give access to upper world*. Africa (Fjort): Dennett DFLS XLI 74ff. No. 16.

F56.3. *Sky-window at horizon*. Tonga: Gifford 149; Eskimo (Greenland): Rink 467.

F57. *Road to heaven*. India: Thompson-Balys; Africa: Werner African 233.

F95. Path to lower world.

F57.1. *Narrow road to heaven*. Wimberly 405. — Irish: O'Suilleabain 63, Beal XXI 324; Kachin: Scott Indo-Chinese 265; Eskimo (Labrador): Hawkes GScan XIV 153.

F171.2. Broad and narrow road in otherworld.

F57.2. *Person's tongue as path to sky*. India: Thompson-Balys; Hawaii: Beckwith Myth 499.

F57.3. *Path to heaven on beard*. Hawaii: Beckwith Myth 256.

F57.4. *Wall as path to upper world*. Polynesia: Beckwith Myth 255.

F58. *Tower (column) to upper world*. *Holmberg Baum 9ff., 33ff.

A841. World-columns. A685.2. Pillar supporting sky.

F59. *Access to upper world—miscellaneous*.

F59.1. *Man stretches self till he reaches other world*. Greek: Fox 36 (Dionysus); Hawaii: Beckwith Myth 476.

F59.2. *Pursuit of game leads to upper world*. N. A. Indian (Iroquois): Alexander N. Am. 26.

F102.1. Hero shoots monster (or animal) and follows it into lower world.

F59.3. *Gate to upper world*. Jewish: *Neuman.

A681.0.1. Gate of heaven. F91. Door entrance to lower world. F156. Door to otherworld.

F60. *Transportation to or from upper world*.

F61. *Person wafted to sky*.

F61.1. *Ascent to sky on cloud*. Greek: Frazer Apollodorus I 271 n. 2 (Hercules); Jewish: *Neuman; Chinese: Werner 282.

D1520.2. Magic transportation by cloud. D2121.7. Magic journey in cloud.

F61.2. *Ascent to sky on feather*. N. A. Indian: *Thompson Tales 311 n. 118a.

D1021. Magic feather.

F61.2.1. Ascent to sky by sticking to magic feather. N. A. Indian: *Thompson Tales 311 n. 118a (a large proportion of the references given).

D1413. Magic object holds person fast. D1532. Magic object bears person aloft. D2171. Magic adhesion. F155. Journey to otherworld by clinging magically to an object.

F61.2.1.1. Descent from upper world on magic feather (like ladder). Africa (Shangani): Bourhill and Drake 43ff. No. 5.

F61.2.2. Ascent to sky on eagle-down rope. N. A. Indian (California): Gayton and Newman 66.

F51. Sky-rope.

F61.3. Transportation from heaven in mist. Irish myth: Cross.

D902.1. Magic mist. D2133. Magic air journey.

F61.3.1. Ascent to upper world in smoke. India: Thompson-Balys; Caroline Islands: H. Damm Zentralcarolinien (Hamburg, 1938) II 88; New Hebrides: C. B. Humphreys The Southern New Hebrides (Cambridge (Eng.), 1926) 98; Yap: W. Müller Yap (Hamburg, 1918) II 686, 685, 695.

F62. Bird carries person to or from upper world.

B552. Man carried by bird. F98. Descent to lower world on animal. F101.3. Return from lower world on eagle. F101.6. Ascent from lower world on animal.

F62.0.1. Bird flies to upper world. Chinese: Graham.

F62.1. Birds carry person to upper world. *Chauvin VII 84 No. 373bis n. 2. — India: Thompson-Balys; Chinese: Graham; Africa (Ekoi): Talbot 18.

F62.2. Birds carry person from upper world. N. A. Indian (Seneca): Curtin-Hewitt RBAE XXXII 460 No. 98.

F62.3. Cock carries god to upper world. India: Thompson-Balys.

F63. Person carried to upper world by deity (spirit). India: *Thompson-Balys; S. A. Indian (Tapirape): Wagley-Baldão BBAE CXLIII (3) 178; Africa (Ila, Rhodesia): Smith and Dale II 348.

F63.1. Mortal taken to heaven by heavenly maidens. India: Thompson-Balys.

F63.2. Mortal taken to heaven by angel. Jewish: *Neuman.

F63.3. Mortal taken to heaven by sun. Melanesia (Ysabel): Codrington 357.

F63.4. Ascent to upper world by holding on to morning star. Papua: Ker 7.

F64. Journey to upper world by keeping thoughts continually on heaven. N. A. Indian (Thompson River): Teit MAFLS XI 56 No. 34.

D2121.2. Magic journey with closed eyes.

F65. Giant shot into upper world by means of magic bow. N. A. Indian: Alexander N. Am. 163.

D1091. Magic bow. F101.2. Return from lower world by being slung by bent tree.

F65.1. Ascent to upper world on arrow. (Cf. F53.) New Hebrides: Beckwith Myth 487.

F66. *Journey to upper world on horseback.* Jewish: *Neuman; Siberian: Holmberg Siberian 441.

F66.1. *Journey to upper world in chariot.* Jewish: *Neuman.

F66.1.1. *Journey to sky-world by riding unseen in supernatural wife's chariot.* India: Thompson-Balys.

F67. *White sheep carries to upper world, black to lower.* *Cosquin Contes indiens 486ff.

F68. *Ascent to upper world by magic.* India: *Thompson-Balys; Japanese: Ikeda; Maori: Beckwith Myth 250; N. A. Indian: *Thompson Star Husband 120f.; Africa: Werner African 136.
D1273. Magic formula (charm). D2135. Magic air journey.

F75. *Ascent to heaven by holding on to elephant's tail.* India: *Thompson-Balys.
B45. Air-going elephant. F98. Descent to lower world on animal.

F76. *Time involved in upper world journey.*
F137. Distance of otherworld. H682.1. Riddle: how far is it from earth to heaven?

F76.1. *Five hundred years to journey from earth to heaven.* Jewish: Neuman.

F80—F109. THE LOWER WORLD

F80. *Journey to lower world.* *Types 301, 650, BP II 300; *Siuts Jenseitsmotive 50ff.; Wimberly 128; Jacob's list s.v. "Underworld"; Tylor Primitive Culture 4th ed. (1903) II 65. — Icelandic: MacCulloch Eddic 321, *Hilda R. Ellis The Road to Hell, a Study in the Conception of the Dead in Old Norse Literature (London, 1943), 170ff., *Boberg; Irish myth: *Cross; Breton: Sébillot Incidents s.v. "souterrain"; French Canadian: Barbeau JAFL XXIX 25; Finnish: Kalevala rune 25; *Fb "underjordiske" III 975b; Greek: Grote I 189; Jewish: *Neuman; Gaster Oldest Stories 51, Thespis 183ff., 195; India: Thompson-Balys; Indonesian: Dixon 213 n. 12, 215, De Vries' list No. 161; Chinese: Eberhard FFC CXX 199f.; Eskimo (Greenland): Rink 151, Thalbitzer 7, (Cumberland Sound): Boas BAM XV 241; N. A. Indian (Arikara): Alexander N. Am. 108; S. A. Indian (Quiché): Alexander Lat. Am. 170; Africa (Zanzibar): Bateman 201 No. 10, (Gold Coast): Barker and Sinclair 89 No. 16, (Zulu): Callaway 317f.

A300, God of the lower world. A651.2. Series of lower worlds. A670. Nature of the lower world. A671. Hell. Lower world of torment. A672. Stygian river. River in lower world. A673. Hound of hell. A675. Judges in the lower world. A1465.1. Origin of tattooing. Learned in lower world. D1351.2.2.1. Magic salve from underworld causes blindness. F111.4. Paradise of the Blessed, a subterranean world. H1270. Quest to lower world. V511.2. Visions of hell. V520. Salvation.

F80.1. *Physical features of underworld.* Note: physical features of underworld of dead (F81) are listed under A671—A679. Some features of the underworld also appear in F130ff.

F80.1.1. *Castle in lower world.* Breton: Sébillot Incidents s.v. "château". E481.1.2. Houses in lower world of dead.

F80.1.2. *Darkness of lower world.* Jewish: *Neuman; Eskimo (Greenland): Rasmussen I 78, III 58, (Labrador): Hawkes GSCan XIV 154B.

F81. *Descent to lower world of dead (Hell, Hades).* Andrejev FFC LXIX 71f., *231n.; *MacCulloch Encyc. Rel. Ethics IV 648ff.; Oertel Studien

zur vgl. Literaturgeschichte VIII 123; Aarne FFC XXIII 115ff., 129ff.; BP III 465; Köhler-Bolte I 133; Zemmrich Internationales Archiv für Ethnographie IV 217; Hull FL XVIII 121; *Fb "helvede" I 589a, "gjedebuk" I 440b, "Cyprianus" I 166b. — Irish: *Cross, Beal XXI 320, 324, O'Suilleabhan 53, 63; Icelandic: *Boberg; Breton: Sébillot Incidents s.v. "visite", "enfer"; Swiss: Jegerlehner Oberwallis 299 No. 17, 313 No. 79; Finnish: Kalevala rune 16; Greek: Roscher Lexikon I 22 s.v. "Archilleus", Fox 105, 137, 145, Frazer Apollodorus I 234 nn. 1, 2, 332 n. 2; Jewish: *Neuman; India: *Thompson-Balys; New Guinea: Ker 81; Mono-Alu: Wheeler 33; Hawaii: Beckwith Myth 464; Eskimo (Greenland): Rasmussen III 165, 180, (Bering Strait): Nelson RBAE XVIII 489; N. A. Indian: *Thompson Tales 337 n. 216; Araucanian: Alexander Lat Am. 330f.; Africa (Angola): Chatelain 225 No. 40, 249 No. 50, (Ekoi): Talbot 7, 34, 46, 56, 63, 99, 233, 238, 280, (Yoruba): Ellis 244 No. 1, (Bantu): Einstein 194f.

A310. God of the world of the dead. C413. Tabu: expressing surprise in lower world of the dead. C542.1. Tabu: contact with things on journey to hell. D859.2. Quest to hell for magic object. E381. Dead returns to life and tells of journey to land of dead. E481.1. Land of dead in lower world. E721.7. Soul leaves body to visit hell. H922. Tasks assigned before man may rescue wife from spirit world. H1270. Quest to lower world. H1292. Quest to other world for ancestor. M302.3. Descent into hell to learn future. V522. Sinner reformed after visit to heaven and hell.

F81.1. *Orpheus*. Journey to land of dead to bring back person from the dead. **E. Maass Orpheus (München, 1895); Frazer Pausanias V 154; Cosquin Etudes 1887. — Irish myth: *Cross; England: Child I 215ff., Wells 128 (Sir Orfeo); Norse: MacCulloch Eddic 130; Greek: Frazer Apollodorus I 17 n. 7, von den Steinen Zs. f. Vksk. XXV 260; Babylonian: Spence 125ff. (Ishtar); Siberian: Holmberg Siberian 491; India: Thompson-Balys, Keith 161 (Savitri); Chinese: Eberhard FFC CXX 198f., Graham; Japanese: Anesaki 223; Indonesia: DeVries's list No. 160; Oceanic (New Zealand, Mangaia, Hawaii, Samoa, New Hebrides, Banks Island, German New Guinea): Dixon 72–78; Maori: Clark III; Eskimo (Greenland): Rink 269, 298, Rasmussen III 59, 167; N. A. Indian: *Thompson Tales 337 n. 215, Hatt Asiatic Influences 65ff., **Gayton The Orpheus Myth in North America (JAFL XLVIII 263–293), E. W. Voegelin JAFL LX 52–58, (California): Gayton and Newmann 99; Surinam: Alexander Lat. Am. 275; Africa: Werner African *138ff., 196.

C381. Tabu: looking back. C959. Person must remain in other world because of broken tabu. D1231. Magic harp. E361.1. Tear from upper world of mortals falls on departed in lower world. Dead brother sends message of comfort to living. F322.2. Man rescues his wife from fairyland. R182.8. Wife gets back her husband from land of serpents by charming him with her beautiful dance.

F81.1.1. Wife goes to land of dead to procure dead husband's heart. India: Thompson-Balys.

F81.1.2. Journey to land of dead to visit deceased. Chinese: Eberhard FFC CXX 199f.

F81.2. Journey to hell to recover devil's contract. Type 756B; *Andrejev FFC LXIX 71ff.

M211. Man sells soul to devil.

F81.3. Journey to hell to circumcize child. Jewish: bin Gorion Born Judas VI 63ff., 308.

V82. Circumcision.

F81.4. Journey to hell to retrieve soul of mother. Irish myth: Cross.

F81.5. *Journey to lower world to get treasures.* Icelandic: Herrmann Saxe II 583ff.

F81.6. *Souls redeemed from hell in shape of sheep.* Lithuanian: Balys Index No. *730.

F83. *Hell of women in south of otherworld.* India: Thompson-Balys.

F85. *Ishtar unveiled.* Goddess going to lower world passes through seven gates, at each of which she is divested of a garment till she is entirely unclothed. Babylonian: Spence 130.

F87. *Journey to otherworld to secure bride.* Africa (Cameroon): Rosenhuber 41ff.

F90. *Access to lower world.* **Hilda R. Ellis, *The Road to Hell* (London, 1943) 170ff.
 A672.1. Ferryman on river in lower world (Charon). F67. White sheep carries to upper world, black to lower.

F91. *Door (gate) entrance to lower world.* Irish: O'Suilleabhairn 33, 58, Beal XXI 311, 323; Gaster Oldest Stories 152; Jewish: *Neuman; New Zealand: Dixon 73; Africa: Werner African 184.
 F56. Sky window. An opening into the sky gives access to upper world. F156. Door to otherworld. F211.1. Entrance to fairyland through door in knoll.

F91.1. *Slamming door on exit from mountain otherworld.* It (almost) injures the hero because he has failed to bring back the talisman which opened the mountain. *Krappe Balor 108ff.; Gaster Oldest Stories 46.
 C652. Compulsion: taking back talisman which opened treasure mountain. D1146. Magic door. D1552. Mountains or rocks open and close. F131. Otherworld in hollow mountain. F152.2. Slamming bridge to other world. F211. Fairyland under hollow knoll. F721.2. Habitable hill. F776. Extraordinary gate. F782. Extraordinary doors and windows. F842.2.1. Perilous trap bridge.

F92. *Pit entrance to lower-world.* Entrance through pit, hole, spring, or cavern. *Type 301; *BP II 300ff.; Penzer VI 108f.; *Siuts Jenseitsmotive 50; *Roberts 140. — Irish myth: Cross (F158), Beal XXI 311, 324, 329, O'Suilleabhairn 33, 91; Icelandic: Herrmann Saxe II 103, MacCulloch Eddie 320; Breton: Sébillot Incidents s.v. "puits"; French Canadian: Barbeau JAFL XXIX 25; Greek: Fox 88, 143; Gaster Thespis 183f.; Jewish: *Neuman; India: *Thompson-Balys; Korean: Zong in-Sob 167; Marquesas: Handy 110; Maori: Clark 100; Eskimo (Labrador): Hawkes GSCan XV 153; S. A. Indian (Tereno): Métraux BBAE CXLIII (1) 367; Africa: Werner African 175, 184, 195.
 A671.0.3. Entrance to cave as gate to hell. F158. Pit entrance to other world. F211. Fairyland under hollow knoll. F721.1. Underground passages. J2137.7. King attempts to visit the spirit world underground and dies in a tunnel. K963. Rope cut and victim dropped. Man is being hauled up on the rope. N773. Adventure from following animal to cave (lower world).

F92.1. *Visit to lower world through hole made by lifting clumps of grass.* Type 425, 480; *Roberts 140; Tegethoff 15. — Greek: Fox 227 (Proserpine); Oceanic (New Zealand, Samoa, Nieuw Island): Dixon 47f.
 F56.1. Sky window from digging or uprooting plant (tree) in upper world.

F92.2. *Person swallowed up by earth and taken to lower world.* India: Thompson-Balys.

F92.2.1. *Girl gathering flowers swallowed up by earth and taken to lower world.* Greek: Fox 227 (Proserpine); Oceanic (Mangaia [Cook Group]): Dixon 74.

F92.3. Visit to lower world through opening rocks. Rocks open with a charm. Oceanic (New Zealand, Samoa, Mangala): Dixon 48.
 C682. Compulsion: taking back talisman which opened treasure mountain. D1552. Mountains or rocks open and close. F152.2. Slamming bridge to other world.

F92.4. Entrance to lower world through mountain. Patch PMLA XXXIII 614 n. 48. — Irish myth: Cross; Babylonian: Gilgamesch-Epos IX; Chinese: Graham.

F92.5. Entrance to lower world by making hole in ground. India: *Thompson-Balys.

F92.6. Entrance to lower world through cave. England: *Baughman.

F92.7. Hole to underworld kingdom of snakes. India: Thompson-Balys.

F93. Water entrance to lower world. Irish myth: Cross; Icelandic: Boberg; India: *Thompson-Balys.
 E481.2. Land of the dead across water. F141. Water barrier to otherworld. F212. Fairytale under water. F842.2.4. Underwater causeway to otherworld.

F93.0.1. Boat to lower world. Irish myth: Cross; Icelandic: Boberg.

F93.0.1.1. Ferryman to lower world. Feilberg Sjæletra 65ff.; Frobenius Erlebte Erdteile VI 278f. — Icelandic: Boberg; Greek: Fox 142.

F93.0.2. Under-water entrance to lower world. *Siuts 54.
 F725. Submarine world.

F93.0.2.1. Well entrance to lower world. Type 480; *Roberts 140.

F93.1. River entrance to lower world. Wimberly 108ff.; Krut Het Anisme 357ff., Hdwb. d. Aberg. II 1157, IV 196; Frobenius Erdteile III 69, 73, 76. — Icelandic: Herrmann Saxo II 103, MacCulloch Eddic 320, Boberg; Finnish: Kalevala rune 16; Greek: Roscher Lexikon s.v. "Acheron" I 9; Egyptian: Müller 178; Aztec: Krickeberg Märchen der Azteken 146, 215.

F93.1.1. Dead place net across river to prevent living man from returning to earth. (Cf. F105.) Finnish: Kalevala rune 16.

F93.2. Lake entrance to lower world. Africa: Werner African 186.

F94. Stair to lower world. *Siuts 54.
 F52. Ladder to upper world.

F95. Path to lower world. *Siuts 53; Child V 500 s.v. "Ways". — Icelandic: Boberg.
 F57. Road to heaven. F171.2. Broad and narrow road in otherworld.

F95.0.1. Path to world of dead. India: Thompson-Balys.

F95.1. Path from grave to lower world. Africa (Angola): Chatelain 224 No. 40.
 F721.1. Underground passages.

F95.2. Broad path to hell. Kachin: Scott Indo-Chinese 265.

F95.3. Perilous path to hell. Icelandic: Boberg.
 E750.2. Perilous path for soul to world of dead. F151.1. Perilous path to otherworld.

F95.4. Path to underworld marked by knots tied in grass by spirits. Maori: Clark 48.

F95.5. *Tree as roadway to underworld*. Hawaii: Beckwith Myth 156.

F96. *Rope to lower world*. *Type 301; *BP II 300ff. — India: *Thompson-Balys; Hawaii: Beckwith Myth 147.
 F51. Sky-rope. K963. Rope cut and victim dropped.

F98. *Descent to lower world on animal*.
 F62. Bird carries person to or from upper world. F75. Ascent to heaven by holding on to elephant's tail. F101.6. Ascent from lower world on animal.

F98.1. *Trip to lower world on tiger*. India: Thompson-Balys.

F100. *Visit to lower world—miscellaneous motifs*.

F101. *Return from lower world*. Indonesia: DeVries's list Nos 162, 164.
 R111.2.1. Princess(es) rescued from lower world. R153.1.1. Parents rescue son from lower world on rope.

F101.1. *Return from lower world up steep slope*. New Zealand: Dixon 73.

F101.2. *Return from lower world by being slung by bent tree*. New Zealand: Dixon 78.
 F65. Giant shot into upper world by means of magic bow.

F101.3. *Return from lower world on eagle*. *Type 301; *BP II 300; Penzer VI 122 n. 2. See references under B322.1, nearly all of which refer to escape from lower world. Indonesia: DeVries Volksverhalen I 161ff. No. 35.
 B322.1. Hero feeds own flesh to helpful animal. The hero is carried on the back of an eagle who demands food. B542.1.1. Eagle carries man to safety. B532. Man carried by bird. F62. Bird carries person to or from upper world.

F101.3.1. *Return from lower world on vulture*. India: Thompson-Balys.

F101.4. *Escape from lower world by magic*. Thompson CColl II 336ff. (Tehuano, Shuswap).
 D2120. Magic transportation.

F101.5. *Escape from lower world on miraculously growing tree*. India: *Thompson-Balys.
 D482. Transformation: stretching tree. F54.1. Tree stretches to sky.

F101.6. *Ascent from lower world on animal*. (Cf. F98).
 F62. Bird carries person to or from upper world.

F101.6.1. *Escape from lower world on bird*. India: Thompson-Balys.

F101.6.2. *Escape from lower world on horse of lightning*. India: Thompson-Balys.

F101.7. *Escape from lower world by spider's thread*. India: Thompson-Balys.
 F51.1.1. Spider web sky-rope. Spider makes web on which ascent or descent is accomplished.

F101.8. *Man returning from hell brings heat with him*. Jewish: *Neuman.

F102. *Accidental arrival in lower world*.
 N773. Adventure from following animal to cave (lower world).

F102.1. *Hero shoots monster (or animal) and follows it into lower world*. *Type 301; *Krappe Balor 100 nn. 22, 23; *DeVries Nederlandsche

Tijdschrift voor Volkskunde (1924) 97—123. — Indonesia: DeVries's list No. 163, Dixon 213 n. 12; Africa (Ekoi): Talbot 99.

F59.2. Pursuit of game leads to upper world.

F102.2. Sound of drum followed into ghost town. Africa (Ekoi): Talbot 7, 34.

F102.3. Rescued princess leaves her necklace behind in flight; hero returns for it and is left in underworld. India: Thompson-Balys.

F102.4. Boy follows nut into lower world. Africa (Cameroon): Mansfield 226f.

F105. Dead oppose return of living from land of the dead. (Cf. F93.1.1.) Icelandic: Herrmann Saxo II 596—97, 602, MacCulloch Eddic 321, Boberg; Finnish: Kalevala rune 16.

F106. Youths grind in mill of underworldlings. Fb "male".

F107. Youths tutored by Vulcan, smith of Hell. Irish myth: Cross. A142. Smith of the gods. F345. Fairies instruct mortals.

F108. Nature of underworld inhabitants.

F108.1. People in lower world tall as a broom. Chinese: Graham.

F108.2. People of lower world come out in the evenings to drink and dance. India: Thompson-Balys.

F109. Visit to lower world—additional motifs.

F109.1. Visit to lower world made head first. Hawaii: Beckwith Myth 148.

F109.2. Hell shown to Jonah by fish. Jewish: Neuman.

F110—F119. MISCELLANEOUS OTHERWORLDS

F110. Journey to terrestrial otherworlds. *Graf Miti, leggendi e superstizioni de medio evo I lff.; Gaster Oldest Stories 51, 168. — Irish myth: *Cross.

A890. Miscellaneous worlds. X950. Schlaraffenland.

F110.1. Wonder voyages. **Jacobs Book of Wonder Voyages; *Chauvin VII 77ff.; Ward II 516ff.; Krappe Philological Quarterly XXIII (1944) 97—107. — Irish myth: *Cross; Icelandic: Boberg; Japanese: Anesaki 363; Indonesian: DeVries's list No. 183; Africa (Benga): Nassau 208 No. 33.

F111. Journey to earthly paradise. Land of happiness. (Cf. F132.1.) **Nutt in Meyer Voyage of Bran I 105ff.; Patch *Other World 381 s.v. "paradise"; *Graf La leggenda del paradieso terrestre (Torino, 1878); *BP IV 269 n. 1; Gaster Oldest Stories 48; Norlind Skattsägner 88ff.; Hartland Science 194, 199, 202; *Loomis White Magic 116. — Irish myth: *Cross; English: Wells 145 (Parthenope of Blois); *Celtic: K. Zimmer Brendans Meerfahrt (Zeitschrift für deutsche Altertum XXXIII [1889] 129—220, 257—338); Icelandic: Boberg; Jewish: *Neuman; Hindu: Tawney I 525; Chinese: Giles 8ff., 397ff.

A560. Culture hero's (demigod's) departure. A892. Islands of the blest. A694.1. Christian paradise. D133.7. Land of youth. E481.4. Beautiful land of dead. Has rose gardens, etc. E481.4.1. Avalon. Happy otherworld where dead are healed. F11. Journey to heaven (upperworld paradise). F736.2. Plain that is earthly paradise.

F111.0.1. Four earthly paradises. Irish myth: *Cross.

F111.0.2. *Swineherd finds terrestrial paradise while looking for lost sow.*
England, U.S.: *Baughman.

F111.1. *Journey to Isle of Laughter.* Irish myth: *Cross.

F111.2. *Voyage to Land of Promise.* Irish: Plummer xxxvii, xli, *Cross.

F111.2.1. *Island of Tir Tairngire (Land of Promise) cannot be reached in boat made of "dead soft skins of animals."* Irish myth: Cross.
C841.0.1. Clerics' voyage unsuccessful because they sailed in boats of skin.

F111.3. *Voyage to Land of Lotus Eaters.* Greek: Frazer Apollodorus II 280 n. 2.
D1366.1.1. Lotus causes forgetfulness.

F111.4. *Paradise of the Blessed, a subterranean world.* India: Thompson-Balys.
F80. Journey to lower world.

F111.5. *Land where all creatures are friendly to one another.* India: Thompson-Balys.

F111.6. *Voyage to land without evil.* S. A. Indian (Guarani): Métraux BBAE CXLIII (3) 94.

F112. *Journey to Land of Women.* Island of women, land of maidens, country of the Amazons, etc. *Patch PMLA XXXIII 624 n. 81, Other World *381 s.v. "maidenland"; Hartland Science 202. — Irish myth: *Cross; Greek: Fox 109, 111; India: Thompson-Balys; Chinese: Werner 390f.; Hawaii: Beckwith Myth XXXVI; Marquesas: Handy 56, Beckwith Myth 472, 502; West Indies: Flowers 432.
D915.5. River issuing from cave controlled by race of Amazons. F566, Celibate peoples. R7. Men held captive in the Land of Women. T310, Celibacy and continence. T462. Lesbian love.

F112.0.1. *Fairyland (Ireland) inhabited (settled) by women only.* Irish myth: *Cross.

F112.0.1.1. *Journey to island inhabited by only one (beautiful) woman.* Irish myth: *Cross.

F112.0.2. *Separation of sexes in otherworld.* Irish myth: Cross.

F112.1. *Man on Island of Fair Women overcome by loving women.* Irish myth: *Cross; Oceanic: Dixon 66, 140, 141 n. 22; N. A. Indian (Assiniboin): Lowie PaAM IV 106 No. 6, (Cree): Skinner PaAM IX 87.
C922. Death by smothering for breaking tabu. Man given secret box conveying power of making women love him. He disobeys warning and opens it. The women smother him to death.

F112.2. *City of women.* (Cf. F566.2.) Jewish: *Neuman.

F113. *Land of men.* Irish myth: Cross.

F114. *Journey inside the earth.* Chinese: Graham.

F115. *Journey to the Land of the Unborn.* Zemmlrich Internationales Archiv für Ethnologie IV 231. Cf. Maeterlinck's "L'Oiseau Bleue".

F116. *Journey to the Land of the Immortals.* Type 313*; Irish myth: *Cross.

F116.1. *Voyage to the Land of Youth.* Irish myth: *Cross.

F117. *Journey to the Land of the Thunders.* N. A. Indian: *Thompson Tales 334 n. 206, (Cherokee): Alexander N. Am. 69; Africa (Eko): Talbot 202, 359.

F118. *Journey to Mother of Time.* Italian: Basile Pentamerone IV No. 8.

F121. *Journey to world of spirits.* India: Thompson-Balys.

F122. *Journey to land of giants.* Irish myth: Cross (F129.10); Scottish: Campbell-McKay No. 17; India: Thompson-Balys.
F531. Giant. G100. Giant ogre.

F123. *Journey to land of little men (pygmies).* Irish myth: Cross; Scottish: Campbell-McKay No. 17.
F535. Pygmy.

F124. *Journey to land of demons.* India: Thompson-Balys.

F125. *Journey to otherworld where people are made whole (cured).* Jewish: *Neuman; American Indian: Thompson Tales 349 n. 256; Africa: Werner African 204.

F126. *Journey to land without sky: takes whole life.* Premature aging. India: Thompson-Balys.

F127. *Journey to animal kingdom.* Usually underground. India: *Thompson-Balys; Japanese: Ikeda; Eskimo (Mackenzie area): Jenness 154; N. A. Indian: *Thompson Tales 348 nn. 252, 253.
B220. Animal kingdom. F721. Subterranean world.

F127.1. *Journey to serpent kingdom.*
B225.1.1. Snake kingdom under the sea. C711. Tabu: going into bath on return from serpent kingdom.

F127.1.1. *Subterranean palace at bottom of lake belonging to king of serpents.* India: Thompson-Balys; Buddhist myth: Malalasekera II 390.

F127.2. *Journey to land of elephants.* India: Thompson-Balys.

F127.3. *Journey to land of crocodiles.* India: Thompson-Balys.

F129. *Miscellaneous otherworlds.* Buddhist myth: Malalasekera I 141, 1002, II 1369.

F129.1. *Journey to Land of Men of Heads only.* Africa (Eko): Talbot 273.

F129.2. *Voyage to Land of Mossynoikoi* (People of topsy-turvy morals.) Greek: Fox 111.

F129.3. *Voyage to the Land of the Cimmerians.* People who dwell amid clouds of gloom and never see sun. Greek: Fox 145.

F129.4. *Journey to otherworld island.* (Cf. F111.1, F112.1, F134.)

F129.4.1. *Journey to Isle of Tears.* Irish myth: Cross.

F129.4.2. *Voyage to Isle of Truth.* People cannot lie. Irish myth: *Cross.

F129.4.3. *Voyage to Isle of Shape.* Visitors become beautiful. Irish myth: Cross.

F129.4.4. *Voyage to Isle of the Dead.* Visitors who sleep there die. Irish myth: *Cross.

F129.4.5. *Voyage to Island of Darkness*. Hawaii: Beckwith Myth 500.

F129.4.6. *Voyage to Island of Silence*. Hawaii: Beckwith Myth 500.

F129.5. *Journey to land of no return*. India: Thompson-Balys.

F129.5.1. *Hero takes a mare to ride to land of no return; mare has just foaled and brings him back in her anxiety over her foal*. India: Thompson-Balys.

F129.6. *Land where everyone is wise, from the raja on his throne to the beggar in the bazaar*. India: Thompson-Balys.

F129.7. *Journey to land of naked people*. India: Thompson-Balys.

F130. *Location of otherworld*. *Wimberly 121ff. — Irish myth: *Cross. A151. Home of the gods. F210. Fairyland.

F130.1. *Land of India (Greece) as otherworld*. Irish myth: *Cross.

F130.2. *Spain as otherworld*. Irish myth: *Cross.

F130.3. *Ancient Ireland as location of otherworld*. Irish myth: *Cross.

F131. *Otherworld in hollow mountain*. *Patch PMLA XXXIII 612f., Other World *381 s.v. "Mountain"; Wimberly 130. — Irish myth: *Cross; German: Grimm No. 127; Lithuanian: Balys Index No. 3594. E581.3. Abode of dead in mountain. F91.1. Slamming door on exit from mountain otherworld. F211. Fairyland under hollow knoll. F721.3. Habitable hill. F750. Extraordinary mountains and other land features. F759.2. Hollow mountain.

F131.1. *Mountain of Venus*. Hollow mountain otherworld where men live a life of ease and lustful pleasure in company with beautiful women. **Barto Tannhäuser and the Mountain of Venus; *Patch PMLA XXXIII 612f.; *Meyer Zs. f. Vksk. XXI 1ff.; Bockel Alemannia XIII (1885) 142; *Norlind Skattsägner 88ff. — Icelandic: Boberg. E581.3. Abode of dead in mountain.

F131.1.1. *Mountain of fair-haired women*. Irish myth: Cross.

F132. *Otherworld on lofty mountain*. *Patch PMLA XXXIII 606ff., Other World *381 s.v. "mountain, on the"; Wimberly 132. A151.1. Home of gods on high mountain, Mt. Olympus. A665.3. Mountain supports sky. E481.3. Abode of dead in mountain. F145. Mountain at borders of otherworld. F750. Extraordinary mountains and valleys.

F132.0.1. *Otherworld visible from high mountain*. Patch PMLA XXXIII 615.

F132.1. *Earthly paradise on mountain*. (Cf. F111.) Patch PMLA XXXIII 618 n. 57.

F132.1.1. *Earthly paradise in air over mountain*. Tahiti: Beckwith Myth 76.

F132.2. *Dwelling of Fortune on lofty mountain*. Patch PMLA XXXIII 609ff., Fortuna 132ff. — India: Thompson-Balys. N111.1. Home of Fortune in other world.

F133. *Submarine otherworld*. Patch PMLA XXXIII 627 n. 92, Other World *380 s.v. "Land-beneath-the-waves"; Wimberly 134; Ward II 525; Chauvin V 151 No. 78; Penzer VI 280; Smith Dragon 109. — Irish myth: *Cross; Scotch: Campbell Tales III 420; Welsh: MacCulloch Celtic 112f.; North Carolina: Brown Collection I 636; Breton: *Le

Braz Légende de la Mort II 37ff.; Spanish Exempla: Keller; Slavic: Máchal 270; India: *Thompson-Balys; Japanese: Ikeda; Hawaii: Beckwith Myth 69; Maori: Clark III; N. A. Indian (Klikitat): Jacobs U Wash II 7; Africa: Werner African 188, 206, (Gold Coast): Barker and Sinclair 39 No. 4, (Basuto): Jacottet 122 No. 17, 204 No. 30, 224 No. 33.

B181.3. Magic horse from water world. B225.1.1. Snake kingdom under the sea. F127.1. Journey to serpent kingdom. F212. Fairyland under water. F531.6.2.2. Giants live under sea. F562.3. Residence in (under) water. F725. Submarine world.

F133.1. Marine counterpart to land. All that exists on earth has its parallel in the sea. *Chauvin VII 54 No. 241 B n. 1. — Irish myth: *Cross; North Carolina: Brown Collection I 636.

B184.1.3. Magic horse from water world. B184.2.2.2. Magic cow (ox, bull) from water world.

F133.2. Empty under-water house. N. A. Indian (California): Gayton and Newman 81.

F133.3. Submarine monastery. (Cf. F725.6.) Irish myth: *Cross. HI1287. Quest to submarine monastery. N786. Anchor catching in oratory of submarine monastery leads to adventures.

F133.4. Otherworld at bottom of pond. German: Grimm No. 181.

F133.5. Otherworld at bottom of well. *Type 480.

F134. Otherworld on island. *Patch PMLA XXXIII 628f. nn. 93—96, Other World 379 s.v. "island". — Irish: *Cross, O'Suilleabhairn 55, Beal XXI 321; Hawaii: Beckwith Myth 72, 79; Samoa, Fiji: ibid. 76. A692. Islands of the blest. E481.2. Land of dead across water. E481.2.0.1. Island of the dead. F129.4. Voyage to otherworld island. F730. Extra-ordinary islands.

F134.0.1. Series of otherworld islands. Irish myth: *Cross.

F134.1. Hebrides, Isle of Man (Falga) as otherworld. Irish myth: *Cross.

F134.2. Otherworld island disappears leaving voyagers in boat at sea. Irish myth: Cross.

F134.3. Otherworld island divided into four parts. Irish myth: Cross.

F134.4. Divine swans are on an inaccessible island in middle of seven seas. India: Thompson-Balys.

F135. Bruidhen (banqueting-hall) as otherworld. Irish myth: *Cross.

F136. Direction of otherworld. Jewish: Neuman.

F136.1. Otherworld in east. Jewish: Neuman; Marshall Islands: Davenport 223.

F136.2. Otherworld in west. Jewish: Neuman; Hawaii: Beckwith Myth 79. A561. Divinity's departure for west. E481.6.2. Land of dead in west.

F136.3. Otherworld in northwest. Jewish: Neuman.

F137. Distance of otherworld. *Siuts 19ff. — Irish myth: *Cross. F76. Time involved in upper world journey. H682.1. Riddle: how far is it from earth to heaven.

F140. Bounds of the otherworld. *Siuts 44.

F140.1. Guardian of spirit-land boundary. Maori: Clark 135.

F141. *Water barrier to otherworld.* Wimberly 110. — Irish myth: *Cross; India: Thompson-Balys.
 F93. *Water entrance to lower world.*

F141.0.1. *Otherworld beyond water confused with otherworld under water.* Irish myth: *Cross.

F141.0.2. *Otherworld beyond water confused with otherworld under hill.* Irish myth: *Cross.

F141.1. *River as barrier to otherworld.* (Cf. F162.2.) Icelandic: *Boberg; India: *Thompson-Balys.

F141.1.1. *Perilous river as barrier to otherworld.* (Cf. F767.1.) *Patch PMLA XXXIII 630, 638ff.; Alphabet No. 603. — Irish myth: *Cross; Jewish: Neuman; Eskimo (Greenland): Rasmussen I 78, III 165; N. A. Indian: Thompson Tales 140; Africa (Yoruba): Ellis 245 No. 1.

F141.1.2. *River that cannot be crossed by mortals.* Hindu: Penzer II 15.

F141.1.3. *River between the realms of giants and gods never freezes.* Icelandic: MacCulloch Eddic 276.
 F715. *Extraordinary river.*

F141.2. *Mist as barrier to otherworld.* Patch XXXIII 627 n. 91. — Irish myth: *Cross.

F141.2.1. *Storm (snow, hail) as barrier to otherworld.* Irish myth: *Cross.

F141.3. *Waves form high wall around otherworld isle.* Irish myth: Cross.

F141.4. *Waterfall as barrier to otherworld.* Eskimo (Greenland): Rasmussen I 95.

F142. *River of fire as barrier to otherworld.* (Cf. A671.2.2.3.) Patch PMLA XXXIII 638f.; Krappe Archiv für das Studium der neueren Sprachen (1937) 172ff.; Irish myth: *Cross; India: Thompson-Balys.

F143. *Wood at borders of otherworld.* *Siuts 30ff.; MLN XXXIV 321; Irish: *Cross; Icelandic: *Boberg; Africa (Yoruba): Ellis 245 No. 1.

F144. *Plain (field) at borders of otherworld.* *Siuts 36ff.

F144.1. *Forked glen full of toads, lions on way to otherworld.* Irish myth: Cross.

F145. *Mountain at borders of otherworld.* *Siuts 42ff.; Patch Other World 381 s.v. "mountain"; Gaster Thespis 184f.; Jewish: *Neuman; India: Thompson-Balys; Chinese: Graham.
 F55. *Mountain reaches to sky.* F132. *Otherworld on lofty mountain.*
 F751. *Glass mountain.*

F147. *Houses at border of otherworld.* (Cf. F163.3.) *Siuts 44ff.

F147.1. *Tenantless houses at border of otherworld.* *Siuts 44f.

F147.2. *Hermit's hut at border of otherworld.* *Siuts 45.

F147.3. *Witch's house at border of otherworld.* *Siuts 45.
 G230. *Habitat of witches.*

F147.4. *Inn at border of otherworld.* *Siuts 46.

F148. *Wall around otherworld.* Hdwb. d. Märchens I 209a s.v. "Baum bewacht"; Irish myth: *Cross; Icelandic: Boberg; Jewish: *Neuman.

F148.1. *Fiery rampart revolves around otherworld isle.* Irish myth: *Cross.

F148.2. *Wall of silver around otherworld.* Irish myth: *Cross.

F148.3. *Otherworld surrounded by palisade of gold and silver.* Irish myth: Cross.

F148.4. *Palisade of bronze around otherworld.* Irish myth: Cross.

F148.5. *Otherworld surrounded by seven walls and locks of iron and doors of iron.* Irish myth: *Cross.

F149. *Bounds of the otherworld—miscellaneous.*

F149.1. *Stone barrier to otherworld.* (Cf. F150.3.2.) Eskimo (Greenland): Rasmussen I 95, III 165, Rink 461.

F150. *Access to otherworld.* Irish myth: Cross.

F150.1. *Way to otherworld hard to find.* Siuts 29; English: Gawain and the Green Knight; Chinese: Graham.

F150.2. *Entrance to other world guarded by monsters (or animals).* Irish myth: *Cross; India: Thompson-Balys; Babylonian: Spence 171; Jewish: *Neuman; Eskimo (Greenland): Holm 47, 74, 80, Rasmussen I 81. A673. Hound of Hell, F721.22. Monster guards door of habitable hill. H1236.2. Quest over path guarded by dangerous animals. H1400. Going without fear through a wilderness filled with all manner of beasts.

F150.2.1. *Entrance to otherworld guarded by giant (champion).* Irish myth: *Cross.

F150.2.2. *Entrance to otherworld guarded by spirits.* Jewish: Neuman; Maori: Clark 37.

F150.2.3. *Entrance to otherworld guarded by north and south winds.* Tonga: Gifford 171.

F150.3. *Challenge at entrance of otherworld.* The adventurer challenges or is challenged. Irish myth: *Cross.

F150.3.1. *Shield hung on pole in front of otherworld palace as signal that adventurer must fight with owner.* Irish myth: Cross.

F150.3.2. *Standing stone surrounded by withe as challenge at entrance of otherworld.* (Cf. F149.1.) Irish myth: *Cross.

F151. *Road to otherworld.* Siuts 29f. — Irish myth: Cross.

F151.0.1. *Hospitable host entertains (guides, advises) adventurer on way to otherworld.* Irish myth: *Cross.

F151.1. *Perilous path to otherworld.* Patch Other World 332 s.v. "path"; Irish myth: *Cross; N. A. Indian: Alexander N. Am. 147, 164, 273 n. 8, (California): Gayton and Newman 101; Eskimo (Greenland): Rasmussen I 78, (Central Eskimo): Boas RBAE VI 586.

E750.2. Perilous path for souls to world of dead. F95.4. Perilous path to hell. H1236. Perilous path traversed on quest.

F151.1.1. *Perilous valley.* Irish myth: *Cross.

F151.1.2. *Perilous glen on way to otherworld.* Irish myth: *Cross. A671.2.4.5. Fiery glens in Hell.

F151.1.3. *Perilous forest on way to otherworld.* Irish myth: *Cross.

F151.1.4. *Perilous ford on way to otherworld.* Irish myth: *Cross.

F151.1.5. Place in underworld beyond which hero cannot pass without being tatoed. Maori: Clark 136.

F151.1.6. Path to otherworld over sharp rocks. Eskimo (Greenland): Rasmussen III 186, Rink 326.

F151.2. Mountain pass to otherworld. Africa: Bourhill and Drake 237ff. No. 20.

F152. Bridge to otherworld. *Type 471; Encyc. Rel. Ethics II 852ff.; Patch PMLA XXXIII 630ff., Other World 374 s.v. "bridge"; Ward II 399, 441; Róheim Animism 39ff.; Fb "bro" IV 62b; Darmesteter Sacred Books of the East IV 212f.; Alphabet No. 603. — Irish myth: *Cross; Icelandic: MacCulloch Eddic 130, 305; Siberian: Holmberg Siberian 488ff.; Melanesia: Codrington 257; Eskimo (Labrador): Hawkes GSCan XIV 153; N. A. Indian: Brinton Myths of the New World (New York, 1868) 248, (Menomini): Skinner PaAM XIII 86.

A637.1. Bridge connecting earth and heaven. A661.0.5. Bridge of heaven. B11.5.6. Dragon guards bridge to otherworld. E481.2.1. Bridge to land of dead. E496. Ghosts gathered on a bridge. F842. Extraordinary bridge. F842.2.1. Perilous trap bridge. Q569.5. Bridge to world of dead cut from under wicked person so that he falls into hell.

F152.0.1. Bridge to otherworld guarded by animals. Patch PMLA XXXIII 635ff.; Irish myth: *Cross.

A673. Hound of hell. Cerberus (monstrous dog) guards the bridge to the lower world. B376. Animal as guard. F721.2.2. Monster guards door of habitable hill.

F152.1. Materials of bridge to otherworld.

F152.1.1. Rainbow bridge to otherworld. Fb "regnbue" III 32a; RTP VI 361, X 596; Mélusine II 16; Icelandic: MacCulloch Eddic 329; Celebes: Dixon 156; Hawaii, Indonesia: ibid. 67, Hawaii: Beckwith Myth 38, 321; N. A. Indian: *Thompson Tales 333 n. 204a.

A171.9.3.1. God descends on rainbow. A778.2. Milky Way as path of souls (demons). A791.3. Rainbow made as bridge by the gods. F50. Access to upper world. NS16. Treasure at end of rainbow.

F152.1.2. Bridge of sunbeams to otherworld. (Cf. F154.) Wimberly 114; Patch Other World 248, 254.

F191. Sunbeam as support. K1054. Robber persuaded to climb down the moonbeam.

F152.1.3. Golden bridge to otherworld. Patch PMLA XXXIII 639 n. 130, Other World 374 s.v. "bridge."

F152.1.4. Glass bridge to otherworld. Patch PMLA XXXIII 636 n. 118, Other World 125f.; Irish myth: *Cross.

F842.1.1. Crystal (glass) bridge.

F152.1.5. Rope bridge to otherworld. Patch PMLA XXXIII 636 n. 118. — Irish myth: *Cross.

F152.1.6. Sword bridge to otherworld. Hibbard Romanic Review IX (1913) 166; Patch PMLA XXXIII 635ff., Other World 374 s.v. "bridge"; Irish myth: *Cross; Welsh: MacCulloch Celtic 197.

F152.1.6.1. Bridge to otherworld covered with knives. BP III 43; Von Hegelain Zs. f. Vfk. XI 150 n. 2.

F152.1.7. Bridge of thread on way to world of dead. India: Thompson-Balys.

E481.2.1. Bridge to land of dead.

F152.1.8. *Aurora as bridge to otherworld.* Eskimo (Labrador): Hawkes GScan XIV 153.

F152.2. *Slamming drawbridge to otherworld.* Slams as hero leaves and (almost) injures him. He has failed to do the one compulsory thing. (Percival) *Krappe Balor 106ff.; Patch Otherworld 204f., 319 n. 64.

C651. The one compulsory question. Percival must ask the meaning of the strange sights he sees; else the Fisher king will not be healed. E481.2.1. Bridge to land of dead. F91.1. Slamming door on exit from mountain otherworld. F32.3. Visit to lower world through opening rocks. F842. Extraordinary bridge.

F153. *Otherworld reached by diving into water (of well or lake).* *Brown Iwain 76; Irish myth: *Cross; Jewish: Neuman; India: Thompson-Balys; Philippine (Tinguian): Cole 148; Tuamotu: Stimson MS (z-G 3/1301).

F153.1. *Underground channel to otherworld.* India: Thompson-Balys.

F154. *Path to sun on sun's rays (eyelashes).* (Cf. F152.1.2.) N. A. Indian (Bella Coola): Boas JE I 83.

F155. *Journey to otherworld by clinging magically to an object.* *Brown Iwain 110 n. 1; Irish myth: *Cross; Jewish: Neuman.

D1412. Magic object holds person fast. D1532. Magic object bears person aloft. D2171. Magic adhesion. F51.2.1. Ascent to sky by sticking to magic feather.

F156. *Door to otherworld.* (Cf. F91.) Patch Other World 377 s.v. "gate"; Irish myth: *Cross.

A661.0.1. Gate of heaven. F50.3. Gate to upper world. F91. Door entrance to lower world.

F156.1. *Door to otherworld island sounds sleep-bringing music.* Irish myth: Cross.

D1364.24. Music causes magic sleep.

F156.2. *Door to otherworld island in supporting pedestal.* Irish myth: *Cross.

F156.3. *Perilous revolving wheel at entrance to otherworld.* Irish myth: *Cross.

F156.4. *Slamming (falling) door to otherworld.* Irish myth: *Cross.

F156.5. *Eleven portals to otherworld.* Buddhist myth: Malalasekera I 46.

F157. *Journey to otherworld in boat.* Spanish Exempla: Keller.

F157.1. *Journey to otherworld in crystal (glass) boat.* Irish myth: *Cross.

F158. *Pit entrance to otherworld.* (Cf. F92.) Irish myth: *Cross; Jewish: *Neuman.

F159. *Other means to reach the otherworld.*

F159.1. *Otherworld reached by hunting animal.* Irish myth: *Cross.
B151.2.0.2. Birds show way to otherworld. B172.6. Magic birds lure hunters to certain places.

F159.2. *Journey to otherworld on horseback.* Irish myth: *Cross.
B184.1.4. Magic horse travels on sea or land.

F159.3. *Wheel (apple) to be followed to otherworld.* Irish myth: *Cross.

F159.4. *Demon guide on otherworld journey.* India: Thompson-Balys.

F160. *Nature of the otherworld.* Wimberly 139ff. — Irish myth: *Cross, Beal XXI 329; Jewish: Neuman.

F160.0.1. *Otherworld overseas confused with otherworld underground.* Irish myth: Cross.

F160.0.1.1. *Otherworld overseas confused with otherworld under water.* Irish myth: Cross.

F160.0.2. *Fairy otherworld confused with land of the dead.* (Cf. A671.0.4.) Irish myth: *Cross.

F160.0.3. *Pagan otherworld identified with Christian paradise (heaven).* (Cf. A694.1.) Irish myth: *Cross.

F160.1. *Otherworld as great plain.* (Cf. A663.) Irish myth: *Cross.

F160.2. *Otherworld as valley.* Irish myth: Cross.

F161. *Weather in otherworld.*

F161.1. *Perpetual summer in otherworld.* No storms. Patch PMLA XXXIII 606; Irish myth: *Cross.

F161.1.1. *Summer in otherworld when it is winter in world of mortals.* Irish myth: *Cross.

F162. *Landscape of otherworld.* Irish myth: *Cross.

F162.0.1. *Objects of crystal in otherworld.* *Patch PMLA XXXIII 606 n. 11, 610 n. 30, Other World 375 s.v. "crystal". — Irish myth: *Cross.

F162.0.1.1. *Island of glass in otherworld.* Irish myth: *Cross.

F162.0.1.2. *(Luminous) precious stones in otherworld (dwelling).* (Cf. A661.0.7.) Irish myth: *Cross.

F162.1. *Garden in otherworld.* Patch Other World 377 s.v. "garden"; *Siuts 68ff. — Irish myth: *Cross; Icelandic: Boberg.

A151.2. *Garden of the gods.* C761.4.2. Tabu: staying too long in meadow of otherworld. D961.1.1. Magic apple from Garden of the Hesperides. F219.2. *Garden in fairyland.* F818.1. Marvelous garden with gold and silver flowers, bees.

F162.1.1. *Everblooming garden in otherworld.* *Wimberly 148; Irish myth: *Cross.
D1864. Summer and winter garden.

F162.1.2. *Contrasting qualities found in otherworld garden.*
F171.1. Fat and lean kine in otherworld.

F162.1.2.1. *Sweet and bitter fountain in otherworld garden.* Patch PMLA XXXIII 620 n. 65, Other World 266; Irish myth: *Cross.
D1863.4. Fountains poison and cure. F716.1. Fountain gives water on Wednesdays and Fridays. Milk on Sunday and wine on feast-days.

F162.1.2.2. *Cool and boiling fountain in otherworld garden.* (Cf. F162.8.) Patch PMLA XXXIII 620 n. 65, Other World 133, 144, 177.

F162.1.2.3. *Objects on one side of palisade in otherworld garden black, on other white.* Patch PMLA XXXIII 620 n. 65. — Irish myth: *Cross.
F771.2.8. Revolving castle.

F162.1.2.4. *Tree half green and half in flame in otherworld garden.* Patch PMLA XXXIII 620 n. 65.

F162.1.2.3. *Tree coiling leaves three thousand miles high with golden cock on top.*

F162.1.2.5. *Island in otherworld garden inhabited half by dead and half by living.* Patch PMLA XXXIII 620 n. 65.

F162.1.3. *Trees bloom, others bear concurrently in otherworld garden.* Irish myth: *Cross.

F162.1.3.1. *All-yielding tree in otherworld.* India: Thompson-Balys.

F162.2. *Rivers in otherworld.* (Cf. A671.2.2.6, F141.1.) Patch PMLA XXXIII 621ff., Other World 382f. s.v. "river"; Gaster Oldest Stories 50, Thespis 171; Irish: *Cross, Beal XXI 321.

F162.2.1. *The four rivers of Paradise.* *Patch PMLA XXXIII 622, Other World 383 s.v. "rivers, four"; Albright Am. Jour. Semitic Languages XXXIX 40ff.; Gaster Thespis 171. — Irish myth: *Cross; Icelandic: Boberg; Jewish: Neuman; Siberian: Holmberg Siberian 339.

A672. Stygian river. River in lower world. In Greek myth five such rivers in Hades, Styx (hate), Archeron (mourning), Kokytus (lamentation), Lethe (forgetfulness), and Pyrephlegethon (flame). A671.1. Four streams from four corners of earth. A671. Stream of paradise from roots of world tree. F715.2. Rivers with marvelous underground connections. Euphrates, Tigris, Tiber, and River Boant in Ireland really the same river.

F162.2.2. *Rivers of wine in otherworld.* Wimberly 159; Irish myth: *Cross; Jewish: *Neuman.

F771.7. Palace surrounded by rivers of wine, rose-water, and honey.

F162.2.3. *Rivers of honey in otherworld.* Wimberly 159; Gaster Thespis 200f., Oldest Stories 233; Africa (Hausa): Werner African 141 (milk and honey).

F715.2.4. *River of honey.* F771.7. Palace surrounded by rivers of wine, rose-water, and honey.

F162.2.4. *Rivers of mead in otherworld.* Wimberly 159.

F162.2.5. *Rivers of balsam and attar in otherworld.* *Patch PMLA XXXIII 621 n. 70; Irish: Beal XXI 319, O'Suilleabhairn 52; Jewish: *Neuman.

F162.2.6. *Rivers of oil, milk, wine, and honey in otherworld.* *Patch PMLA XXXIII 623 n. 78; Irish myth: *Cross; Jewish: *Neuman.

F162.2.7. *Thirteen rivers of balm in otherworld.* Gaster Exempla 219 No. 154 (153).

F162.2.8. *River in paradise with terrible roar.* Robs people of hearing. *Hertz Abhandlungen 86 n. 1.

F162.2.9. *Flowing stream forms arc over otherworld isle.* Irish myth: Cross.

F162.2.10. *Jewels in streams of otherworld.* Irish myth: Cross.

F162.2.11. *Perilous river in otherworld.* Buddhist myth: Malalasekera II 918.

F162.2.12. *River in underworld from tears of living.* Eskimo (Bering Strait): Nelson RBAE XVIII 488.

C762.2. Tabu: too much weeping for dead.

F162.2.13. *Underworld river from blood of sick mortals.* S. A. Indian (Toba): Métraux MAFLS XL 24.

F162.3. *Tree in otherworld.* (Cf. F162.1.2.4, F162.1.2.5, F162.1.3.) Patch PMLA XXXIII 624, Other World 384 s.v. "tree"; Irish myth: *Cross; Icelandic: Boberg; Jewish: *Neuman; Hawaii: Beckwith Myth 286; Tonga: Gifford 149.

F162.3.0.1. *Marvelous tree grown from otherworld fruit.* Irish myth: Cross.

F162.3.1. *Tree of Life in otherworld.* Nourishes mankind. Patch PMLA XXXIII 625 n. 83, Other World 385 s.v. "Tree of Life"; Irish myth: Cross; Jewish: *Neuman; India: Penzer I 8 n., 144.

A652. *World-tree.* A878. *Earth tree.* Tree of life or fate. D1346.4. *Tree of immortality.* E90. *Tree of Life.*

F162.3.2. *Wishing-tree in otherworld.* Penzer I 8 n., 144.

F162.3.3. *Tree in otherworld in perpetual fruit.* Buddhist myth: Malalasekera I 355.

F162.3.4. *Magic apple tree in otherworld.* Irish myth: *Cross.

F162.3.4.1. *Magic apples (trees) under the sea.* Irish myth: Cross.

F162.3.5. *Tree of knowledge of good and evil in otherworld.* Jewish: *Neuman.

F162.3.6. *Tree with golden top in otherworld.* Philippine (Tinguian): Cole 33.

F162.4. *Sea of glass in otherworld.* Patch PMLA XXXIII 610 n. 30. — Irish myth: *Cross.

F711. *Extraordinary sea.*

F162.4.1. *Sea of ice in otherworld.* Jewish: Neuman.

F162.5. *Wells in otherworld.* Patch Other World 386 s.v. "well".

F162.5.1. *Well (of wine) in otherworld.* Irish myth: *Cross.

F162.5.2. *Head in otherworld well emits stream of water from mouth.* Irish myth: Cross.

F162.5.3. *Well containing "salmon of knowledge" in otherworld.* Irish myth: *Cross.

F162.6. *Lakes in otherworld.* Patch Other World 380 s.v. "lake"; German: Grimm No. 133.

F162.6.1. *Lake of fire in otherworld.* Irish myth: Cross.

F162.6.2. *Lake with water of life in otherworld.* Hawaii: Beckwith Myth 492; Maori: Clark 182.
E90. *Water of Life.*

F162.7. *Rainbow of honey appears regularly in otherworld.* Irish myth: Cross.

F162.8. *Magic fountain in otherworld.* (Cf. F162.1.2.2.) Irish myth: *Cross.

F162.8.1. *Fountain of any temperature desired in otherworld.* Irish myth: *Cross.

F162.8.2. *Fountains in otherworld*—one or more streams flow into each, one or more out. Irish myth: Cross.

F162.8.3. *Musical fountain in otherworld*. Irish myth: *Cross.

F162.9. *Mountains in otherworld*. Jewish: Neuman; Buddhist myth: Malalasekera I 19; Marquesas: Handy 119.

F163. *Buildings in otherworld*. Irish myth: Cross.

F163.1. *Castle in otherworld*, Patch Other World 375 s.v. "castle"; Siuts 58ff.; Dickson 94 n. 76; Irish myth: *Cross.
F721.5. Subterranean castle. F725.3. Submarine castle (palace). F771. Extraordinary castle.

F163.1.1. *Revolving castle in otherworld*. Patch PMLA XXXIII 617 n. 54. — Irish myth: *Cross.
F771.2.6. Revolving castle.

F163.1.2. *Golden castle in otherworld*. Wimberly 146; Irish myth: Cross; Icelandic: *Boberg.
F771.1.1. Golden castle (palace, house).

F163.1.3. *Castles thatched with golden shields in otherworld*. Icelandic: Snorra Edda Gylf. II, XVII, MacCulloch Eddic 329 (Valhalla and Gimlé), Boberg.

F163.1.4. *Castles of gold and silver in otherworld*. Icelandic: Corpus Poeticum Boreale I 71 (Glitnir), Snorra Edda Gylf. XVII (Breidablik), Boberg.

F163.1.5. *Castles thatched with silver in otherworld*. (Cf. F163.3.2.) Icelandic: Snorra Edda Gylf. XVII, MacCulloch Eddic 329 (Valaskjalf and Hlidskjalf), Boberg.

F163.2. *Church (chapel) in otherworld*. Slutts 62. — English: Gawayne and the Green Knight.
F773. Remarkable church (chapel).

F163.2.1. *Temple in otherworld*. Jewish: Neuman.

F163.2.1.1. *Temple of jewels in otherworld*. Jewish: Neuman.

F163.2.2. *Fiery temple in otherworld*: Jewish: Neuman.

F163.3. *House in otherworld*. (Cf. F147.) Slutts 63ff.

F163.3.1. *House of gold and crystal in otherworld*. (Cf. F169.2.) Wimberly 146; Irish myth: *Cross.
F771.1.1. Golden castle (palace, house). F771.1.8. Crystal castle.

F163.3.2. *House of silver in otherworld*. (Cf. F163.1.5.) Irish myth: *Cross; Cheremis: Sebeok-Nyerges.

F163.3.2.1. *House in underworld lined with human eyes*. Tonga: Gifford 168.

F163.3.2.2. *House in underworld made of bones of dead*. Tonga: Gifford 171.

F163.4. *Gigantic mill in otherworld*, Irish myth: Cross.

F163.5. *Fortress in otherworld*. Irish myth: *Cross..

F163.5.1. *Fortress of metal (gold, silver, etc.) in otherworld*. Irish myth: *Cross.

F163.6. *Stronghold in otherworld.* Irish myth: *Cross.

F163.7. *Tower in otherworld.* Patch Other World 384 s.v. "tower".

F163.7.1. *Tower hanging in the air in the otherworld.* (Cf. H1036.) Icelandic: Flateyjarbók I 33, *Boberg.

F164. *Habitable caves and mounds in otherworld.* Siuts 65ff.; Patch Other World 375 s.v. "cave".
F721.2. Habitable hill.

F165. *Characteristics of otherworld dwellings.*

F165.1. *Doors in otherworld.* Siuts 70ff.; Patch Other World 376 s.v. "doors"; Irish myth: *Cross.

F165.1.0.1. *One hundred doors in palace of otherworld king.* Irish myth: Cross.

F165.1.0.2. *Magic revolving wheel at door of otherworld dun (stronghold).* Irish myth: *Cross.

F165.1.1. *Doors of gold (crystal) in otherworld dwelling.* Irish myth: *Cross.

F165.2. *Otherworld dwellings open only at certain times.* Siuts 73f.
F211.1. Door to fairyland opens once a year.

F165.3. *Rooms in otherworld dwellings.* Siuts 74ff.

F165.3.1. *Hall of glass in otherworld.* Jewish: Neuman.

F165.3.1.1. *Chamber with crystal ceiling in otherworld.* Patch PMLA XXXIII 610 n. 30.
F781. Extraordinary rooms.

F165.3.2. *Jewelled walls in otherworld dwelling.* Irish myth: Cross; Jewish: *Neuman.

F165.3.3. *Floors of silver in otherworld dwelling.* Irish myth: Cross.

F165.3.4. *Watting of silver in otherworld dwelling.* Irish myth: Cross.

F165.3.5. *Windows in otherworld.* (Cf. A661.0.6.) Irish myth: Cross.

F165.3.5.1. *Crystal bower with "bright windows" as otherworld dwelling.* Irish myth: *Cross.

F165.4. *Table always set in otherworld dwellings.* Siuts 79.

F165.5. *House in otherworld thatched with wings of birds.* Irish myth: *Cross.
F171.6.6. People in otherworld thatch house with birds' wings.

F165.6. *Only joy felt in otherworld dwelling.* Irish myth: *Cross.

F165.6.1. *Otherworld (fairyland) as place of sorrowful captivity.* Irish myth: *Cross.

F165.7. *Fire in otherworld dwelling.* Irish myth: Cross.

F165.7.1. *Four columns around fire in otherworld castle.* Irish myth: *Cross.

F165.8. *Copper-colored house in lower world.* Cheremis: Sebeok-Nyerges.

F166. Furniture and objects in the otherworld. Siuts 83.

F166.0.1. All furniture and objects in otherworld of gold. Jewish: *Neuman.

F166.1. Treasure and jewels in otherworld. Siuts 83ff.; Patch Other World 379 s.v. "jewels"; Jewish: *Neuman.

F166.1.1. "Silver Bowl" (Grail) in otherworld. Irish myth: Cross.

F166.2. Gold-producing spring in otherworld. Siuts 85f.

D827. Magic spring. D1450. Magic object furnishes treasure.

F166.3. Extraordinary clothes in otherworld. Siuts 86f.

F166.3.1. Otherworld clothing never wears out. Irish myth: *Cross.

F166.4. Magic objects in otherworld. Siuts 89ff.

D800—D1699. Magic objects. D1962.4. Food and drink appear and disappear in otherworld.

F166.4.1. King's crown in well in otherworld. Irish myth: *Cross.

F166.4.2. Magic cauldron (vessel) in otherworld. Irish myth: *Cross.

F166.5. Altar in otherworld. Jewish: *Neuman.

F166.6. Thrones in otherworld. Jewish: *Neuman.

F166.7. Curtains in otherworld. Jewish: *Neuman.

F166.8. Beds in otherworld. Jewish: *Neuman.

F166.9. Canopies in otherworld. Jewish: *Neuman.

F166.10. Tables in otherworld. Jewish: Neuman.

F166.11. Abundant food in otherworld. Irish myth: *Cross.

F167. Inhabitants of otherworld. *Siuts 107ff.

E400. Abode of the dead. F450. Underground spirits.

F167.1. Animals in otherworld. Siuts 107ff.; Patch Other World 373 s.v. "animals"; Irish: *Cross, O'Sullivanbain 55, Beal XXI 321.

Bo. Mythical animals (general). B100. Magic animals. B251.3. Birds in otherworld sing religious songs. E423. Revenant in animal form. E501.4. Animals follow wild huntsman. E901.5.5. Animals pursued in wild hunt. E610. Reincarnation as animal. E730. Soul in animal form. F171.4. Fighting animals seen in otherworld. Rams and she-goats or wild boars. F171.5. Animals in otherworld pass in and out of church and become human beings. F241. Fairies' animals.

F167.1.1. Beasts in otherworld.

F167.1.1.1. Dogs in otherworld. (Cf. A673.) Buddhist myth: Malalasekera II 1032.

F167.1.2. Birds in otherworld. Irish myth: *Cross.

F167.1.2.1. Otherworld islands of birds. Irish myth: *Cross.

F167.1.3. Insects in otherworld.

F167.1.3.1. Bees in otherworld. Jewish: *Neuman.

F167.1.4. Other animals in otherworld.

F167.1.4.1. Giant clams in otherworld. Tonga: Gifford 169.

F167.2. *Dwarfs in otherworld.* (Cf. F451.) Siuts 153ff.; Irish myth: Cross.

F167.3. *Giants in otherworld.* (Cf. F531.) Siuts 161ff.; Irish myth: *Cross.

F167.4. *People in otherworld walk on their heads.* Jewish: *Neuman.

F167.4.1. *People in otherworld stand on their heads and pound yams with their heads.* Africa (Yoruba): Ellis 245 No. 1.

F167.5. *Headless people in otherworld.* Siuts 218.
F511.0.1. Headless person.

F167.6. *Handless people in otherworld.* Siuts 218.
F515.1. Person without hands.

F167.7. *Footless people in otherworld.* Siuts 218.
F517.1. Person unusual as to his feet.

F167.8. *Otherworld people unacquainted with fire.* Polynesian: Dixon 72, 78; Africa (Wachaga): Werner African 137.

F167.9. *Otherworld people ever young, ever beautiful.* Irish myth: *Cross.
A154.1. Magic drink gives immortality to gods.

F167.9.1. *Otherworld people rejuvenated on reaching old age.* S. A. Indian (Yuracare): Métraux BBAE CXLIII (3) 503.

F167.10. *No carnal sin in otherworld.* Irish myth: *Cross.

F167.11. *Monstrous creatures in otherworld.* Irish myth: Cross.

F167.11.1. *Serpents (monsters) in otherworld.* Irish myth: *Cross.

F167.11.2. *Hogs with bath of molten lead (iron) in otherworld.* Irish myth: *Cross.

F167.12. *King of otherworld.* Icelandic: Boberg.

F167.12.1. *Mortal marries king of otherworld.* India: Thompson-Balys.

F167.13. *Angels in otherworld.* (Cf. V230.) Jewish: *Neuman.

F167.14. *Otherworld inhabitants segregated.* Jewish: *Neuman.

F167.14.1. *Portion of otherworld for women.* Jewish: *Neuman.

F167.15. *Great tattooer in otherworld.* Maori: Clark 136.

F167.16. *Beings born in otherworld suffer from excessive heat.* Buddhist myth: Malalasekera II 794.

F168. *Villages in otherworld.* Eskimo (Labrador): Hawkes GScan XIV 154.

F169. *Nature of the otherworld—miscellaneous.*

F169.1. *Pillars of silver and glass in otherworld.* Patch PMLA XXXIII 610 n. 30, Other World 382 s.v. "pillar", Irish myth: *Cross; Jewish: *Neuman.
A571.2.4.11. Fiery columns in hell. F774.1. Pillars of precious stones.

F169.1.1. *Pillars of bronze in otherworld.* Irish myth: *Cross.

F169.1.2. *Pillars of gold in otherworld.* Icelandic: Corpus Poeticum Boreale I 71.

F169.1.3. *Four-sided silver column on otherworld island.* Irish myth: Cross.

F169.2. *Walls of crystal in otherworld.* (Cf. F163.3.1.) Patch PMLA XXXIII 610 n. 30, Other World 386 s.v. "wall"; Jewish: *Neuman. F770. Extraordinary buildings and furnishings. F771.8. Crystal castle.

F169.3. *Ship of glass in otherworld.* Patch PMLA XXXIII 610 n. 30. F841.1. Ship of extraordinary material.

F169.4. *Silver fishnet in otherworld.* Irish myth: Cross.

F169.5. *Fence of metal or crystal in otherworld.* Irish myth: Cross.

F169.6. *Gold chain as support in otherworld.* Irish myth: Cross.

F169.7. *Coldness of otherworld.*

F169.7.1. *Fire in otherworld makes one feel colder.* S. A. Indian (Toba): Métraux MAFLS XL 42, 45.

F169.8. *Abundance in otherworld.* Greek: Grote I 62; S. A. Indian (Toba): Métraux MAFLS XL 46.

F169.9. *Pleasant fragrance in otherworld.* Jewish: *Neuman.

F170. Otherworld—miscellaneous motifs.

D669.1. Transformation to snakes at night in order to sleep. Done by otherworld people.

F171. *Extraordinary sights in otherworld.* *Types 470, 471; Siberian: Holmberg Siberian 489f; India: Thompson-Balys.

F171.0.1. *Enigmatic happenings in otherworld, which are later explained.* Type 471; —Oertel Studien zur vgl. Literaturgeschichte VIII 123; Köhler-Bolte Zs. f. Vksk. VI 173 (to Gonzenbach No. 88); Bolte ibid. XVI 460. — Irish: O'Suilleabhan 54, 57, Beal XXI 321f.; Lithuanian: Balys Index No. *472; India: *Thompson-Balys.

F171.1. *Fat and lean kine in otherworld.* *Types 470, 471; Irish: O'Suilleabhan 52, Beal XXI 319.
D1812.3.3.5.1. Allegorical dream: ripe and unripe ears, fat and lean kine.
F182.1.2. Contrasting qualities found in otherworld garden.

F171.2. *Broad and narrow road in otherworld.* *Type 470; Irish: O'Suilleabhan 63, Beal XXI 324.
F57.1. Narrow road to heaven. F95. Path to lower world.

F171.3. *People and things that strike one another in otherworld.* Type 470.

F171.4. *Fighting animals seen in otherworld.* Rams and she-goats or wild boars. *Type 471; *Brown Iwain 71ff.; Irish myth: *Cross; Breton: Sébillot Incidents s.v. "boucs".
B266. Animals fight. F167.1. Animals in otherworld.

F171.5. *Animals in otherworld pass in and out of church and become human beings.* Type 471.
B256. Religious animals. F12. Man admitted into heaven but must not find fault. F167.1. Animals in otherworld.

F171.6. *Mysterious punishments in otherworld.* *BP III 302; Ovid Metamorphoses IV lines 457—463.
J225.0.1. Angel and hermit.

F171.6.1. *Man in otherworld loaded down with wood.* Then more and

more put on him. *Type 801; *BP III 302; Irish: O'Suilleabain 55, Beal XXI 321.
 Q560. Punishments in hell.

F171.6.2. People in otherworld pour water into tub full of holes. *Type 801; BP III 297ff., 303.
 H1023.2. Task: carrying water in a sieve.

F171.6.3. Trying to get a beam through a door crosswise in otherworld. *Type 801; BP III 303.
 F1964. Tree-trunks laid crosswise of the sledge.

F171.6.4. People in otherworld with horses both before and behind wagon. They pull against each other. *Type 801; BP III 303.
 J1930. Absurd disregard of natural laws.

F171.6.5. Man in otherworld kindles fire. It burns out repeatedly while he is gathering more wood. Irish myth: *Cross.
 H1110. Tedious tasks.

F171.6.6. People in otherworld thatch house with birds' wings. Thatch blows away while they go for more. Irish myth: *Cross.
 F165.5. House in otherworld thatched with wings of birds. H1110. Tedious tasks.

F171.7. Unseen hands lave feet in otherworld. Irish myth: *Cross.
 E682. Land of shades.

F171.8. Demon eats sand; gambler lives wretched life in otherworld. India: Thompson-Balys.

F172. No time, no birth, no death in otherworld. Hartland Science 194.
 — Irish myth: *Cross; Jewish: *Neuman.
 A154.1. Magic drink gives immortality to gods. A191.1. Great age of the gods. D2011. Years thought days. F377. Supernatural lapse of time in fairyland. T500. Conception and birth.

F172.1. No gloom, no envy, etc. in otherworld. Irish myth: *Cross; Jewish: *Neuman.

F173. Otherworld land of happiness. (Cf. F165.6, F167.9, F169.8.) Irish myth: *Cross.

F173.1. Otherworld land of pleasure. Irish myth: *Cross.

F173.2. Otherworld land of peace. Irish myth: *Cross.

F173.3. Perpetual feasts in otherworld. Irish myth: *Cross.

F174. Hero carried off to otherworld by his supernatural wives. India: Thompson-Balys.

F174.1. Hero forces otherworld person's wife to tell him way to otherworld. Irish myth: *Cross (F174.2).

F175. Magic music lures to otherworld journey. Irish myth: Cross.

F176. Hero fights in otherworld and overcomes king (queen), or fairy. Irish myth: *Cross.

F176.1. Hero fights giants who ruin fairyland. Irish myth: Cross.

F177. "Heavenly Academy" in otherworld. Jewish: *Neuman.

F177.1. Court in otherworld. Jewish: *Neuman.

F178. Colors of the otherworld. Irish myth: Cross.
 F178.1. Red as otherworld color. Irish myth: *Cross.
 F178.2. Green as otherworld color. Irish myth: Cross.
 F181. Lovemaking in otherworld. Irish myth: Cross.
 F182. Mortals held by magic in otherworld. Irish myth: Cross.
 F183. Foods in otherworld. Irish myth: Cross.
 F183.1. Automatic service in otherworld: any sort of food desired furnished. Irish myth: Cross.
 F184. Otherworld king. Irish myth: Cross.
 F184.1. Wounded otherworld king in Ireland. Irish myth: Cross.
 F185. Otherworld queen. Irish myth: Cross.
 F199. Additional otherworld motifs.
 F203. Burial among underworld folk.

F200—F699. MARVELOUS CREATURES

B0. Mythical animals. B100. Magic animals. B300. Animals with human traits. B300 Friendly animals. B700. Fanciful traits of animals.

F200—F399. FAIRIES AND ELVES

F200. Fairies (elves). See also F420 (Water Spirits), F451 (Dwarfs) and F460 (Mountain Spirits) for many common motifs. **Hartland Science; Brueyre RTP II 74ff.; *Wehrhan Die Sage 74; Doudou RTP XVII 425ff.; Feilberg's MS collection of cards in Copenhagen Nos. 632—925, cf. Ellekilde FFC LXXXV 78 s.v. "Elb" (alf); **Latham The Elizabethan Fairies (New York, 1931); Puckett MPH XVI (1918) 297ff.; De Vries Nederlandsche Tijdschrift voor Volkskunde XXXVI (1931) 3—30; Fb "underjordiske"; Saintyves Contes de Perrault 18, *19. — Irish myth: Cross; Celtic: *H. Schreiber Die Feen in Europa (Freiburg i. Br., 1842), *W. Wentz Fairy-Faith in Celtic Countries (Rennes, 1909.); Lappish: Qvigstad FFC LX 43—45 Nos. 37—40, 44—49, 52—54; Icelandic: *Boberg; *Finnish-Swedish: Wessman 48ff.; Lithuanian: *Balys Die Sagen von den litauischen Feen (Die Nachbarn [Göttingen, 1948] I 31—71); Germanic: MacCulloch Eddic 219ff.; French Canadian: Barbeau JAFL XXIX 13; Armenian: Ananikian 83; Buddhist myth: Malalasekera I 564; Hawaii: Beckwith Myth 326, 328; N. A. Indian: *Alexander N. Am. 68, 290 n. 36; Africa: Werner African 261, (Ibo [Nigeria]): Basden 278, (Gold Coast): Barker and Sinclair 141 No. 27.

C311.2. Tabu: looking at fairies. F403. Good spirits. F450. Underground spirits. V236. Fallen angels become fairies (dwarfs, trolls).

F200.1. Pixies (little people unseen but often audible and occasionally caught). India: Thompson-Balys.

F201. Bongas. Roughly equivalent to fairies. Generally malevolent, but often not. India: Thompson-Balys.

F205. Little people from the sky. (Cf. F215.) Hawaii: Beckwith Myth 326 —333.

F210. *Fairyland*. *Hartland Science 135ff. — Irish myth: Cross; Icelandic: *Boberg; India: Thompson-Balys.

A151. Home of the gods. C211.1. Tabu: eating in fairyland. C661. Girl from elfland must eat earthly food in order to remain. C712.1. Tabu: staying too long in fairyland. D1825.2.1. Magic sight of earthly objects from otherworld. F130. Location of otherworld. F531.6.3.0.1. Giant lives in fairyland. G464. Ogre tyrannizes over fairyland.

F210.1. *Tabu: fighting battle in fairyland*. Irish myth: Cross. C700. Miscellaneous tabus.

F211. *Fairyland under hollow knoll*. Usually entered under roots of trees. Fb "træ" III 866b; Hartland Science 67, 108, 144ff., 155; Patch PMLA XXXIII 612f. — Irish myth: *Cross; Scotch: Campbell Tales II 49; Macdougall and Calder 133, 159, 163, 169, 181, 193, 207, 273, 283; Icelandic: *Boberg; Lithuanian: Balys Index No. 3600; German: Grimm Nr. 39; Germanic: De la Saussaye 322; Italian: Basile Pentamerone III No. 10.

A151.1.1. Home of gods inside of hill. A571.1. Culture hero still alive in hollow tree. F31.1. Slamming door on exit from mountain otherworld. F52. Pit entrance to lower world. F131. Otherworld in hollow mountain. F336. Fairies loyal to mortal who owns their knoll. F482.3.2. Brownies live in knoll. F721.2. Habitable hill. G233. Witch lives in fairy mound.

F211.0.1. *Prehistoric burial mounds as dwellings of fairies*. Irish myth: *Cross.

A1611.5.4.3. Origin of the Tuathe Dé Danann regarded as an early tribe.

F211.0.2. *Contrast between people of the fairy mounds and inhabitants of the Land of Promise*. Irish myth: *Cross.

F211.0.2.1. *Tuatha Dé Danann, conquerors of Ireland, are overcome by invaders (Maic Míld, "Milesians," Gaels) and betake themselves into hills*. Irish myth: *Cross.

F211.1. *Entrance to fairyland through door in knoll*. Hartland Science 61; Irish myth: *Cross; England, Scotland, Ireland, Wales: Baughman; Scotch: Macdougall and Calder 133, 283.

A671.0.3. *Entrance to cave as gate to hell*. F91. Door entrance to lower world.

F211.1.1. *Door to fairyland opens once a year*. Hartland Science 136. — Irish myth: *Cross.

F165.2. *Otherworld dwellings open only at certain times*. F235.4. *Fairy army can go among mortals only on Hallowe'en*. G303.6.1.7. Devil appears on Hallowe'en.

F211.1.1.1. *Fairies emerge on Hallowe'en*. Irish myth: *Cross.

F211.1.1.2. *Fairies emerge on St. John's night*. Irish myth: *Cross.

F211.2. *Fairyland entrance under stone*. Hartland Science 184; Fb "sten" III 552b.

F211.3. *Fairies live under earth*. Icelandic: Boberg.

F212. *Fairyland under water*. Kruppe Le lac enchanté (Bulletin Hispanique XXXV 107—125); *Cross MPH XIII 731; Irish myth: *Cross, Baughman; Icelandic: Boberg; Japanese: Ikeda.

A120.1.7. *Lake created by fairies*. B81.0.2. *Woman from water world*. F33. *Water entrance to lower world*. F133. *Submarine otherworld*. F153. *Otherworld reached by diving into water (of well or lake)*. F725. *Submarine world*. H1286.0.1. *Quest to fairyland at bottom of lake*.

F212.0.1. *Water fairies*. Irish myth: *Cross.

F212.1. *Fairyland entered through well.* Hartland Science 128. — Irish myth: *Cross; India: Thompson-Balys.

F213. *Fairyland on island.* Hartland Science 136. — Irish myth: *Cross; India: Thompson-Balys.
A692. Islands of the blest.

F213.1. *Magic boat to fairyland.* Clouston Tales I 218ff.; Krappe Bulletin Hispanique XXXIII 97ff.; Irish myth: *Cross.

F213.2. *Fairies ferried across stream.* Meyer Germanische 134; Henne-Am Rhyn Die deutsche Volkssage 2 348 No. 541; Ranke Die deutsche Sage IV 279; Grimm Deutsche Sagen No. 276; Grimm Deutsche Mythologie 3 694.

F213.3. *Sea-riding horse carries mortals to fairyland.* Irish myth: *Cross.
B184.1.4. Magic horse travels on sea or land. B550. Animals carry men.

F214. *Trolls (fairies) live in range of hills.* Hartland Science 141.

F215. *Fairies live in star-world.* (Cf. F205.) India: Thompson-Balys.

F215.1. *Fairyland in sky.* India: Thompson-Balys.

F215.1.1. *Fairies in heaven.* India: Thompson-Balys.

F215.2. *Peris in sky-world.* India: Thompson-Balys.

F216. *Fairies live in forest.* Wimberly 127.
F216.1. *Fairies live in trees by stream.* *Fb "ellefolk" I 241a; India: Thompson-Balys.

F216.2. *Bonga lives in tree.* India: Thompson-Balys.
F441.2. Tree-spirit.

F217. *Congregating places of fairies.* Finnish-Swedish: Wessman 49 No. 397.

F217.1. *Fairy lights seen in low places.* Fb "lys" II 481a.
E421.3. Luminous ghosts.

F217.2. *Fairies assemble at milestone.* Fb "mile" II 591.

F217.3. *Fairies assemble at cross-roads.* Hartland Science 138.
D1786. Magic power at cross-roads.

F219. *Other dwelling places of fairies.*

F219.1. *Fairies dwell in the next country.* England: *Baughman.

F219.2. *Garden in fairyland.* India: Thompson-Balys.
F162.1.2. Contrasting qualities found in otherworld garden.

F219.3. *Fairies dwell in land to the east.* Maori: Clark 98.

F220. *Dwelling of fairies.*

F221. *House of fairy.* Missouri French: Carrière.

F221.1. *Fairy house disappears at dawn.* Irish myth: *Cross. Cf. Boberg.
F771.6. Phantom house: disappears at dawn.

F221.2. *Bonga house filled with snakes, tigers, and lions.* India: Thompson-Balys.

F221.3. Fairies have a pretty room in hill. Göngu-Hrólfs saga 276; Feilberg DF V 71.

F221.4. Fairy family lives in neat cottage. England: Baughman.

F221.5. Fairy house without doors. India: Thompson-Balys.

F222. Fairy castle. Dickson 114 n. 34. — English: Wells 128 (Sir Orfeo); Irish myth: *Cross; Ireland, Wales: Baughman; Lithuanian: Balys Index Nr. 3600.

F222.1. Fairies' underground palace. Irish myth: *Cross; Italian: Basile Pentamerone III No. 10.

F222.1.1. Fairies' underground palace cannot be burned by fire nor destroyed by water. Irish myth: *Cross.

F222.2. Fairy stronghold. Irish myth: Cross.

F222.3. Fairy castle of glass. India: Thompson-Balys.

F223. Fairy hall. Hartland Science 41.

F224. Shining bower on a pillar for fée in otherworld. Irish myth: *Cross.

F225. Fairy lives in a shell. India: Thompson-Balys.

F230. Appearance of fairies.

F231. Fairy's limbs.

F231.1. Fairy's arms.

F231.1.1. Fairy's iron arms. Breton: Sébillot Incidents s.v. "bras".

F231.2. Fairy's feet. .

F231.2.1. Fairies with bird feet. *Gaster Germania XXV 290ff.
E422.1.6. Revenant with chicken feet. F401.3.5. Spirits with goose (chicken) feet. F451.2.2.2. Dwarf with bird feet. F531.1.6.1. Giant with nails like claws.

F232. Body of fairy. Irish: Beal XXI 324.

F232.1. Fairies have hollow backs. *Fb "ellefolk" I 241b, "ellepige" I 242a; Elisabeth Hartmann Die Trollvorstellungen in der Sagen und Märchen der skandinavischen Völker (Stuttgart, 1936) 38; Finnish-Swedish: *Wessman 48 Nos. 394, 438.
F325.6. Person without back.

F232.1.1. Fairies have huge hole in each armpit. Cheremis: Sebeok-Nyerges.

F232.1.2. Fairy has back rough like pine cone. U.S.: Baughman.

F232.2. Fairies have breasts long enough to throw over their shoulders.
*Fb "ellefolk" I 241b, "patte" II 791b.
F441.2.1.2. Wood-nymph with breasts so long that she throws them over her shoulder. F460.1.2. Mountain-wife throws her breasts over her shoulders. F531.1.5.1. Giantess throws her breasts over her shoulders. G128. Giant ogress with breasts thrown over her shoulder.

F232.3. Fairies with unusually large ears. Tobler 63.

F232.4. Fairies have long hair. Cheremis: Sebeok-Nyerges.

F232.4.1. *Fairy as a small pretty girl with blond hair.* Cheremis: Sebeok-Nyerges.

F232.4.2. *Fairy princess with golden hair.* India: Thompson-Balys.

F232.5. *Fairies have hairy bodies.* Cheremis: Sebeok-Nyerges.

F232.6. *Fairies as giants.* Irish myth: *Cross.
A1301. Men at first as large as giants.

F232.7. *Elves have only half a thumb.* England: Baughman.

F232.8. *Fairy has long tail.* (Cf. F460.1.5, F518.) England: Baughman.

F233. *Color of fairy.* (Cf. F236.)
FS27. Person of unusual color.

F233.1. *Green fairy.* Wimberly 240 n. 4; Irish myth: *Cross; England, Scotland: Baughman; India: Thompson-Balys.
B731.2.1. Horse with crimson legs and green mane. E422.1.2. Revenant green. N455.5. Secret remedies learned from green-clad woman.

F233.1.1. *Fairy has one side green.* Irish myth: Cross.

F233.2. *Silver-colored fairy.* Breton: Sébillot Incidents s.v. "argentine".

F233.3. *Red fairy.* Irish myth: *Cross; England, Wales: Baughman.
A125.1.1. Goddess of war in shape of (red) woman. C863. Tabu: following three red men to certain place.

F233.3.1. *Fairy has red eyes.* U.S.: Baughman.

F233.4. *Fairy's son is pale, dark, and ugly.* Icelandic: þidriks saga I 322, 343—44, Boberg.

F233.5. *Fairies have yellow (golden) hair (clothing).* Irish myth: *Cross; Society Islands: Beckwith Myth 335.

F233.5.1. *Fairy king with yellow hair.* Irish myth: Cross.

F233.6. *Fairies fair (fine, white).* Irish myth: *Cross.

F233.7. *Fairies are multicolored.* Scotland: Baughman.

F233.8. *Fairies are brown and hairy.* (Cf. F232.5.) Wales: Baughman.

F233.9. *Fairies are black.* Scotland: Baughman.

F233.10. *Gray-bearded fairy.* German: Grimm No. 182.

F234. *Transformed fairy.* Irish myth: *Cross.
D1860.0.1. Magic beautification of fairy. F383.5. Transformed soldiers of fairy army disenchanted when overcome.

F234.0.1. *Fairy transforms self.* Irish myth: *Cross.

F234.0.2. *Fairy as shape-shifter.* Irish myth: *Cross.
A120.1. God as shape-shifter.

F234.1. *Fairy in form of an animal.* Irish myth: *Cross; Finnish-Swedish: Wessman 32 No. 268, 48 No. 396.
A132. God in animal form. B6. Mythical animals. D100. Transformation: man to animal. F420.1.2. Water-spirit in animal form. K621. Fairies in animal form persuaded they will hear music better in own shapes.

F234.1.0.1. *Fairy in form of giant animal.* Irish myth: Cross.
B870. Giant animals.

F234.1.1. *Fairy in form of cow (bull).* Scotch: Macdougall and Calder 281ff., 291ff.; Irish myth: *Cross.
A132.9. Bull-god.

F234.1.2. *Fairy in form of goat.* Scotch: Macdougall and Calder 289.

F234.1.3. *Fairy in form of swine.* Wales: Baughman.

F234.1.3.1. *Fairy in form of wild boar.* Irish: MacCulloch Celtic 126, *Cross.

F234.1.4. *Fairy in form of stag.* Irish myth: *Cross; Scotch: Macdougall and Calder 203.
A132.4. Stag-god. B15.3.3. Deer with giant antler. B16.2.7. Destructive deer. B731.7. Fancifully colored deer.

F234.1.4.1. *Fairy in form of doe.* Irish myth: *Cross.

F234.1.5. *Fairy in form of toad.* *Fb "tudse" III 888b; Hartland Science 52ff.

F234.1.6. *Fairy in form of frog.* Scotch: Macdougall and Calder 271.

F234.1.7. *Fairy in form of worm (snake, serpent).* Irish myth: *Cross; India: Thompson-Balys.
A132.1. Snake-god.

F234.1.8. *Fairy in form of horse.* Irish myth: *Cross.
A132.3.1. Horse-god.

F234.1.9. *Fairy in form of dog.*

F234.1.9.1. *Fairy in form of lapdog.* Irish myth: *Cross.

F234.1.9.2. *Fairy in form of greyhound.* Wales: Baughman.

F234.1.10. *Fairy in form of eel.* Irish myth: *Cross.

F234.1.11. *Fairy in form of sheep.* Irish myth: Cross; Wales: Baughman.

F234.1.12. *Fairy in form of hare.* Irish myth: *Cross.

F234.1.13. *Fairy in form of wolf.* Irish myth: *Cross.

F234.1.14. *Fairy in form of weasel.* England: Baughman.

F234.1.15. *Fairy in form of bird.* Irish myth: *Cross; Chinese: Eberhard FFC CXX 56.
A132.8.1. Bird-god. A165.2.2. Birds as messengers of the gods. B30. Mythical birds. B33.1.2. Devastating birds destroy grass. B50. Bird-men. D624.2. Fairies become birds every other year.

F234.1.15.1. *Fairy as swan.* Irish myth: *Cross.

F234.1.15.2. *Fairy in form of dove.* India: Thompson-Balys.

F234.1.15.3. *Fairy in form of sparrow.* India: Thompson-Balys.

F234.1.15.4. *Fairy in form of drake.* India: Thompson-Balys.

F234.1.16. *Fairy in form of insect.*

F234.1.16.1. *Fairy in form of fly.* Irish myth: Cross.

F234.1.16.2. *Fairy in form of moth.* England: Baughman.

F234.1.16.3. *Fairy in form of ant.* England: Baughman.

F234.2. *Fairy in form of person.* *Type 480: *Roberts 117. — Irish myth: *Cross.
 D10. Transformation to person of different sex.

F234.2.1. *Fairy in form of hag.* Irish myth: *Cross; Scotch: Macdougall and Calder 227.
 A125.1. Goddess of war in shape of hag. C835.4.1. Tabu: fighting with a hag.

F234.2.2. *Fairy in hideous form.* Irish myth: *Cross.

F234.2.3. *Fairy as headless woman.* Irish myth: *Cross.

F234.2.4. *Fairy in likeness of another.* (Cf. F239.2.) Irish myth: *Cross.

F234.2.4.1. Clerics mistaken for fairies. Irish myth: *Cross.

F234.2.5. *Fairy in form of beautiful young woman.* Irish myth: *Cross.

F234.2.6. *Fairy as messenger from fairyland.* Irish myth: *Cross.

F234.2.7. *Fairy as guide to fairyland.* Irish myth: *Cross.

F234.2.8. *Fairy assumes shape of woman and frequents bazaars.* India: Thompson-Balys.

F234.3. *Fairy in form of object.*
 D200. Transformation: man to object. ..

F234.3.1. *Fairy disappears in form of a cloud.* Tobler 87.

F234.3.2. *Bonga girl (fairy) appears as flame.* India: Thompson-Balys.

F234.3.3. *Fairy in form of a bundle of rags.* England: Baughman.

F234.4. *Transformed fairy—miscellaneous.*

F234.4.1. *Horse used by mortal under fairy spell changes to gray cat.* Scotch: Macdougall and Calder 271.

F235. *Visibility of fairies.*
 F235.3. Fairies once seen by mortals no longer invisible at will.

F235.1. *Fairies invisible.* Tobler 94f.; Irish myth: *Cross; Breton: Sébillot Incidents s.v. "invisibilité"; India: Thompson-Balys.
 D1281. Certain persons invisible. F531.6.5.1. Giants can make selves invisible. F985. Phantoms.

F235.2. *Fairies visible only at certain times.* Icelandic: Boberg.

F235.2.1. *Fairies visible only at night.* Breton: Sébillot Incidents s.v. "nuit".
 E452. Ghost laid at cockcrow (dawn).

F235.2.2. *Fairies visible only at noonday.* Fb "middag" II 585.

F235.3. *Fairies visible to one person alone.* Irish myth: *Cross; English: Sir Launfal (Ritson ed.) line 501.
 D1285.3. Magic power to see invisible creatures.

F235.4. *Fairies made visible through use of magic object.*
 D1323.5. Magic salve gives clairvoyance. D1231.1. Object gives magic sight.

F235.4.1. *Fairies made visible through use of ointment.* (Cf. E361.3.) *Fb "salve" III 150b; *Hartland Science 59—67; English: Child I 339, II

505b, III 505b, V290a; England, Scotland, Ireland, Wales, U.S.: Baughman; Lithuanian: Balsys Legends No. 449.

F235.4.2. Fairies made visible through use of magic soap. Scotch: Macdougall and Calder 277; England: Baughman.
D1323.6. Magic soap gives clairvoyance.

F235.4.3. Fairies made visible through use of magic stone on eyes. Hartland Science 61.
D931. Magic rock (stone).

F235.4.4. Fairies made visible through use of magic water. Hartland Science 66; Fb "marelok" II 553; England, Scotland: Baughman.
D1242.1. Magic water.

F235.4.5. Fairies made visible through the use of saliva. Hartland Science 62.
D1001. Magic spittle.

F235.4.6. Fairies made visible when one carries four-leaf clover. (Cf. D1323.14.) England: *Baughman.

F235.5. Fairies made visible by stepping on certain spot. Hartland Science 162.
D1821.5. Magic sight by standing on certain stone.

F235.5.1. Fairies made visible by standing on another's foot. Hartland Science 162.
D1821.1. Magic sight by treading on another's foot. F412.2. Spirit made visible by standing on another's foot.

F235.5.2. Fairies made visible when person steps into fairy ring. (Cf. F218, F261.1.) England, Wales: *Baughman.

F235.6. Fairies visible through magic ring. Irish: MacCulloch Celtic 47, Cross.
D1821.3.5. Magic sight by looking through ring.

F235.7. Fairies seen as dark shadows. Tobler 89.

F235.8. Fairies lose power of invisibility. Irish myth: Cross.

F235.8.1. Fairies lose power of invisibility if mortals gain knowledge of their secret. (Cf. F361.3.) Irish myth: *Cross.

F235.8.2. Fairies made visible by looking with left eye. Cheremis: Sebeok-Nyerges.

F235.9. Fairies made visible when person walks three times around field where cows are grazing at night. (Cf. D1791.) England: Baughman.

F236. Dress of fairies. (Cf. F233.)

F236.0.1. Ill-dressed otherworld person. Irish myth: *Cross

F236.1. Color of fairy's clothes. Irish myth: Cross.

F236.1.1. Fairies in red clothes. *Fb "blå" IV 52a; England, Ireland, Wales: Baughman.

F236.1.2. Fairies in blue clothes. *Fb "blå" IV 52a.

F236.1.3. Fairies in white clothes. *Fb "hvid" I 700b; Irish myth: Cross; England, Wales: Baughman; North Carolina: Brown Collection I 687.

F236.1.4. Fairies in gray clothes. *Fb "ellepige" I 242a.

F236.1.5. Fairies in gleaming clothes. *Fb "ellefolk" I 241b; India: Thompson-Balys.

F236.1.6. Fairy in green clothes. Irish myth: Cross; England, Scotland, Wales: Baughman; India: Thompson-Balys.

F236.1.7. Fairy wears multi-colored dress. Irish myth: *Cross.

F236.2. Fairies in long robes. *Fb "ellepige" I 242a.

F236.3. Fairies with belts and hats. Fb "ellefolk" I 241b.

F236.3.1. Fairies with three-cornered hats. England: Baughman.

F236.3.2. Fairies with red caps. (Cf. F451.2.7.1, F460.1.4.2.) England, Ireland, Wales: *Baughman.

F236.3.3. Fairy wears sugar-loaf hat. U.S.: Baughman.

F236.4. Fairies with gold crowns on head. Fb "ellefolk" I 241b.

F236.5. Fairy wears boorish clothes. Irish myth: *Cross.

F236.5.1. Fairies wear patched coats. England: Baughman.

F236.6. Fairies wear gay clothing. England: Baughman.

F237. Fairies in disguise. Irish myth: Cross.
A120.1. God as shape-shifter. K985. Magic horse lent by fairy in disguise brings about death of mortal. K1810. Deception by disguise.

F238. Fairies are naked. (Cf. F420.1.6.7.) Cheremis: Sebeok-Nyerges.

F239. Appearance of fairies—miscellaneous.

F239.1. Fairies tied together by hair. *Fb "hår" I 771b.

F239.2. Fairy women identical in form and feature. (Cf. F234.2.4.) Irish myth: *Cross.

F239.3. Fairy breathes fire. Irish myth: Cross.

F239.4. Size of fairies.

F239.4.1. Fairies are the same size as mortals. England, Wales: *Baughman.

F239.4.2. Fairies are the size of small children. England: *Baughman.

F239.4.3. Fairy is tiny. Irish myth: *Cross; England, Scotland: Baughman.
F535. Pygmy. Remarkably small man.

F239.5. Elves have faces of wrinkled old men. England, U.S.: Baughman.

F239.6. Fairy's tears pearls. India: Thompson-Balys.

F240. Possessions of fairies.

F241. Fairies' animals.
F167.1. Animals in otherworld. F262.3.2. Fairy minstrel's birds sing accompaniment.

F241.0.1. Fairy animal hunted, Irish myth: *Cross.
B172.6. Magic birds lure hunters to certain place. B184.3.0.2. Magic swine disappear underground

F241.1. Fairies' horses. Howey 2; Irish myth: *Cross; England, Scotland, Wales: Baughman.
 A941.1.2. Spring break forth where fairy horse lies down. A1012.2.1.
 Flood caused by loosing fairy horses.

F241.1.0.1. Fairy cavalcade. Irish myth: *Cross.

F241.1.1. Color of fairies' horses. Wales: Baughman.
 F482.4.1. Various colored horses of brownies.

F241.1.1.1. Fairies ride white horses. English: Child I 216, 323, 325, 339f.;
 Irish myth: *Cross.

F241.1.1.2. Fairies ride dapple-gray horses. English: Child I 324, 326,
 Baughman.

F241.1.1.3. Blue, red, yellow horses in fairyland. Irish myth: *Cross.

F241.1.1.4. Fairies ride cream-colored horses. England: Baughman.

F241.1.2. Behavior of fairies' horses.

F241.1.2.1. Fairies' horses water at peasant's well. Fb "hest" I 599a.
 E501.15.7. Wild huntsman waters his horse.

F241.1.2.2. Fairies' mare foals every year on first of May. Wales: Baughman.

F241.1.3. Fairies ride on three-legged horses. Fb "underjordiske" III
 975b.
 B15.6.1. Three-legged quadrupeds. E521.1.2. Three-legged ghost of horse.

F241.1.3.1. Fairy horse one-legged. Irish myth: *Cross.

F241.1.4. Fairies' horses have round shoes. Fb "hestesko" IV 213b.
 F862. Extraordinary horseshoe.

F241.1.5. Fairy's horse becomes invisible. Irish myth: *Cross.

F241.1.6. Fairy horse pulls chariot by pole which passes through his body. Irish myth: *Cross.

F241.1.7. Fairies steal stalks of hemp and turn them into horses. (Cf.
 D449.5.) Scotland: Baughman.

F241.1.8. Size of fairies' horses.

F241.1.8.1. Fairies' horses the size of greyhounds. Wales: Baughman.

F241.1.8.2. Fairies' horses are of normal size. England, Wales: *Baughman.

F241.2. Fairies' cows. (Cf. F460.2.9.) Irish myth: *Cross; Finnish: Aarne
 FFC XXXIII 44 No. 57**; Finnish-Swedish: Wessman 51 Nos. 430—
 434.
 B184.2.2.2. Magic cow (ox, bull) from water world.

F241.2.1. Color of fairies' cows.
 B731.4. Cow with changing colors.

F241.2.1.1. Fairies have red cows. *Fb "ellefolk" I 241b, "rød" III 117a,
 "ko" II 240b.
 B184.2.0.1.1. Magic white cow with red ears.

F241.2.2. Fairies' cattle become invisible. Irish myth: Cross; Breton: Sé-billot Incidents s.v. "bétail".

F241.2.3. Fairies' cattle under a lake. Irish: MacCulloch Celtic 128.

F241.2.4. Fairy cattle graze on earth on Hallowe'en. Irish myth: *Cross.

F241.2.5. Woman (fairy) lives only on milk from fairy cow. Irish myth: Cross.

F241.3. Hogs follow fairies. Fb "rakker".

F241.3.1. Spirit owns herds of pigs. India: Thompson-Balys.
B184.3.0.1. Magic swine issue from elf-hound.

F241.4. Goats follow fairies. Fb "rakker".

F241.5. Fairies have herds of deer. Irish: MacCulloch Celtic 129, Cross; India: *Thompson-Balys.

F241.5.1. Fairies own herd of ibexes. India: Thompson-Balys.

F241.6. Fairy dogs. Irish myth: *Cross.
B182.1.2. Magic hostile bitches issue from elf-mound.

F241.7. Fairies have sheep. Wales: Baughman.

F241.8. Fairies have poultry. Wales: Baughman.

F242. Fairies' conveyances.

F242.1. Fairy car. Malone PMLA XLIII 421; Irish myth: Cross.

F242.1.1. Fairy car becomes invisible. Irish myth: *Cross.

F242.1.2. Fairy chariot rides waves. Irish myth: *Cross.
B184.1.4. Magic horse travels on sea or land. D1114. Magic chariot.

F242.1.3. Fairy chariot of precious metal. Irish myth: *Cross.

F242.1.4. Glass car. Icelandic: Boberg.

F242.2. Fairy boat. Irish myth: *Cross; Welsh: MacCulloch Celtic 194; Breton: Sébillot Incidents s.v. "bateau".

F242.2.1. Glass boat for fairy. Irish: MacCulloch Celtic 84, *Cross.

F242.2.2. Fairy boat of bronze. (Cf. F841.1.2.) Irish myth: *Cross.

F242.2.3. Fairy boat from flax-stem. Maori: Beckwith Myth 335.

F243. Fairies' food. Irish myth: *Cross.
A153. Food of the gods.

F243.0.1. Christianized fairy woman refuses to eat fairy food. Irish myth: *Cross.
C211.3.2. Tabu: fairies eating mortal food. C861. Girl from elfland must eat earthly food in order to remain.

F243.1. Fairies' bread. Irish myth: Cross; Breton: Sébillot Incidents s.v. "pain".
F451.3.4.5. Dwarf bakes bread.

F243.2. Fairies eat nuts. Irish myth: Cross; MacCulloch Celtic 121.

F243.3. Fairies eat meat.

F243.3.1. Animals eaten by fairies become whole again. England, Ireland, U.S.: Baughman; Breton: Sébillot Incidents s.v. "animaux".
E32. Resuscitated eaten animal.

F243.4. *Fairy food undiminished when eaten.* Irish myth: *Cross.
D1652.1. Inexhaustible food.

F243.5. *Fairies' food gives immortality.* Irish myth: *Cross.
D1946.3. Food of immortality.

F244. *Fairies' treasure.* *Fb "ellefolk" I 241b; Irish myth: *Cross.
D1460.3. Shower of gems from magic anvil.

F244.1. "*The Four Jewels of the Tuatha Dé Danann*" (fairies?). Irish myth: *Cross.

F244.2. *Fairy shows hiding place of treasure in return for freedom.* (Cf. N538.) Ireland: Baughman.

F244.3. *Fairy fetches mortals to remove treasure hidden by ghosts in their lifetimes.* (Cf. N510.) Wales: Baughman.

F244.4. *Fairies scare treasure-seeker away from hoard.* They get bigger and bigger, and cause violent storms until seeker leaves. Cf. D2141.0.2. England: Baughman.

F244.5. *Fairies dig for treasure.* England: Baughman.

F244.6. *Fairies guard giants' treasures.* (Cf. N570.) England: Baughman.

F245. *Fairies' musical instruments.*

F245.1. *Fairy harp.* Irish myth: *Cross.

F246. *Fairy tobacco pipes.* England: Baughman.

F250. *Other characteristics of fairies.*
D1719.5. Magic power of fairy. M301.6. Fairies as prophets.

F251. *Origin of fairies.* Irish myth: *Cross.
F451.1. Origin of dwarfs.

F251.1. *Fairies as descendants of early race of gods.* Irish myth: *Cross.

F251.1.1. *Goddess as fairy.* Irish myth: *Cross.

F251.1.2. *Fairies as gods.* Irish myth: *Cross.

F251.2. *Fairies as souls of departed.* (Cf. E700.) Hartland Science 132f.; von Sydow F och F XIII—XIV; Slavic: Máchal 256ff.

F251.3. *Unbaptized children as fairies.* Fb "udøbt" III 960a; Irish: O'Suilleabhaín 61, Beal XXI 324; England: Baughman; Finnish-Swedish: Wessman 30 No. 262.
E412.2. Unbaptized person cannot rest in grave. E501.2.7. Unbaptized children in wild hunt. E501.5.4. Unbaptized children pursued in wild hunt. E513.0.2. Reincarnation of unbaptized child as bird. F360.1. Fairies pursue unbaptized children.

F251.4. *Underworld people from children which Eve hid from God.* *Fb "underjordiske" III 975b; Wales: Baughman; Finnish-Swedish: Wessman 30 No. 261; German: Grimm No. 180.
A1650.1. The various children of Eve. A1861.1. Monkeys from children hidden by Eve.

F251.5. *Fairies as sprites who have been given immortality.* Irish myth: *Cross.

F251.6. *Fairies as fallen angels.* Irish myth: Cross; Scotland, Ireland, U.S.: Baughman; Icelandic: MacCulloch Eddic 224; Finnish-Swedish: Wessman 30 No. 260.

F251.7. Fairies as demons. Irish myth: *Cross.

F251.8. Fairy professes faith in Christianity. Irish myth: *Cross.

F251.9. Fairy gives instructions on means of reaching heaven. Irish myth: Cross.

F251.10. Fairies are not the children of Adam. Scotland: Baughman.

F251.11. Fairies are people not good enough for heaven but not bad enough for hell. England, Wales: *Baughman.

F251.12. Fairies are druids. England, Wales: *Baughman.

F251.13. Fairies are Welsh women cursed by St. Patrick for rebuking him because he left Wales for Ireland. Wales: Baughman.

F251.14. Fairies are outlaws hiding out. Wales: Baughman.

F252. Government of fairies.
F500. Government.

F252.1. Fairy king. Keightley 50ff.; Malone PMLA XLIII 422; Irish myth: *Cross; English: Wells 128 (Sir Orfeo), England, Wales: Baughman; Icelandic: MacCulloch Eddic 225; India: Thompson-Balys; Panya: Ker 73. Cf. Oberon in Shakespeare's Midsummer Night's Dream, and in Huon of Bordeaux.

F361.7. Fairies take revenge on mortals who hold their king captive.

F252.1.0.1. Mortal rules fairyland jointly with fairy king. Irish myth: *Cross.

F373. Mortal abandons world to live in fairyland. M242. Bargains and promises between mortals and supernatural persons.

F252.1.0.2. King of Land under Water. Irish myth: *Cross.

F252.1.1. Fairies elect king. Irish myth: Cross.

F252.1.2. Indra has control over fairies. India: Thompson-Balys.

F252.2. Fairy queen. T. Keightley The Fairy Mythology (London, 1873) 53ff.; Irish myth: *Cross; Icelandic: MacCulloch Eddic 225, Boberg; India: *Thompson-Balys.

C429.1. Tabu: showing pomegranate containing fairy queen to anyone. H1381.3.8. Quest for queen of fairies.

F252.3. Fairy army. Irish myth: *Cross.

F210.1. Tabu: fighting battle in fairyland. F255.4. Fairy army can go among mortals only on Hallowe'en. F277.0.1. War between fairy settlements. F384. War between fairies and mortals. F385.5. Transformed soldiers of fairy army disenchanted when overcome. F394.2. Mortals aid fairies in war. F403.2.3.7. Army of spirits. F585.2. Magic phantom army.

F252.3.1. Soldiers of fairy king are trees by day and men by night. Fb "tree" III 867b.

D631.2. Tree by day; man by night.

F252.4. Fairies banished from fairyland. Irish myth: *Cross.

Q431. Punishment: banishment (exile).

F252.4.1. Fairy banished for adultery. (Cl. F254.5, Q241) Irish myth: Cross.

F252.4.2. Fairy banished for falsehood. Irish myth: Cross.

F253. Extraordinary powers of fairies.

F253.1. Extraordinary physical powers of fairies. Irish myth: *Cross.

F253.1.1. Fairies possess extraordinary strength. Irish myth: Cross; Icelandic: *Boberg.
F810. Remarkably strong man.

F253.1.1.1. Fairy as mighty lifter. Irish myth: Cross.
F624. Mighty lifter.

F254. Mortal characteristics of fairies. (Cf. F259.1.) Irish myth: Cross.

F254.1. Fairies have physical disabilities. Irish myth: Cross.

F254.2. Fairies not omniscient. Irish myth: Cross.

F254.3. Fairies can be bewitched. Irish myth: Cross.

F254.4. Fairies can be wounded. Irish myth: *Cross.
A526.1. Culture hero can be wounded.

F254.5. Fairies commit adultery. (Cf. F252.4.1.) Irish myth: *Cross.

F255. Peculiar limitations of fairies.
F244.2. Fairy physician can heal anyone whose spine is not severed.
F404.1. Spirit must speak as soon as addressed.

F255.1. Fairies must trade whenever it is demanded of them. It does not matter how uneven the trade may be. Hartland Science 131.

F255.2. Fairies can set down an object once but cannot raise it again. Swiss: Jegerlehner Oberwallis 307 No. 22.

F255.3. Fairies once seen by mortals no longer invisible at will. Irish myth: Cross.

F255.4. Fairy army can go among mortals only on Hallowe'en. Irish myth: Cross.
F211.1. Door to fairyland opens once a year. F252.3. Fairy army.

F255.5. Fairies do not bend grass as they walk. (Cf. F261.2, F973.2.) Maori: Beckwith Myth 335.

F256. Fairies read men's thoughts. Swiss: Jegerlehner Oberwallis 307 No. 22; Japanese: Ikeda.

F256.1. Mortal's coming to fairyland foreknown to fairies. Irish myth: *Cross.

F257. Tribute taken from fairies by fiend at stated periods. English: Child V 498 s.v. "Feind".

F258. Fairies gregarious. *Fb "ellefolk" I 241b.

F258.1. Fairies hold a fair. England: *Baughman.

F259. Characteristics of fairies—miscellaneous.

F259.1. Mortality of fairies. Irish myth: *Cross.
F254. Mortal characteristics of fairies. F337. Fairy grateful to mortal for saving his life. F389.3. Fairy wounded by mortal. F389.4. Fairy killed by mortal.

F259.1.1. Fairies kill each other. Irish myth: Cross.
F277.0.1. War between fairy settlements.

F259.1.2. Fairy becomes mortal. Irish myth: *Cross.

F259.1.3. *Fairy dies of longing for fairyland.* Irish myth: Cross.
 F383. Fairy visits among mortals. F1041.1.0.1. Death from longing.

F259.1.4. *Fairies immortal.* Irish myth: *Cross.

F259.1.4.1. *Fairies cannot be slain.* Irish myth: Cross.
 D1840. Magic invulnerability.

F259.2. *Fairies freed from disgrace by bathing in blood of enemy.* Irish myth: *Cross.
 F872.3. Bath of blood.

F259.3. *Fairy reveals her true identity when despite heavy rain she remains dry.* India: Thompson-Balys.
 H30. Recognition through personal peculiarities.

F260. *Behavior of fairies.*
 D2001.0.2. Fairies cause illusions. E545.8. Fairy converses with dead.

F261. *Fairies dance.* *Type 503; *BP III 324ff., 329; *Fb "danse" IV 93a; Hartland Science 162. — Irish myth: *Cross; Scotch: Macdougall and Calder 127, 163; Danish: Kristensen Danske Sagn II (1893) 24ff., (1928) 16ff.; Slavic: Máčhal 259; Breton: Sébillot Incidents s.v. "dance"; India: *Thompson-Balys.
 F302.3.4.2. Fairies dance with youth till he dies (or goes insane). F455.1.2. Trolls dance. F470.2. Night spirits dance. F471.1.1.2. Alps dance. F482.5.1. Brownies dance. F531.6.15.1. Giants dance.

F261.1. *Fairy rings on grass.* Seen after fairy dance. Irish myth: Cross; English: Brueyre RTP II 74ff.; Slavic: Máčhal 259.
 C22.2. Tabu: digging in fairy ring. F218. Entrance to fairyland through fairy ring.

F261.1.1. *Fairies dance by themselves in fairy ring.* England: *Baughman.

F261.2. *Fairy dances in snow: no tracks left.* (Cf. F255.5.) Finnish-Swedish: Wessman 50 No. 420.

F261.2.1. *Fairies dance on leaves without disturbing them.* Cook Islands: Beckwith Myth 336.

F261.3. *Other locations of fairy dancing.*

F261.3.1. *Fairies dance under tree.*

F261.3.1.1. *Fairies dance under hawthorn trees.* England: Baughman.

F261.3.1.2. *Fairies dance under oak tree.* England: Baughman.

F261.3.2. *Fairies dance on foxglove.* England: Baughman.

F261.3.3. *Fairies dance in orchard.* England: Baughman.

F261.3.4. *Fairies dance in ditches.* Scotland: *Baughman.

F261.3.5. *Fairies dance in hay in barn.* Wales: Baughman.

F261.3.6. *Fairies dance on the green.* India: Thompson-Balys.

F261.3.7. *Fairies dance before Indra.* India: Thompson-Balys.

F262. *Fairies make music.* Hartland Science 141, 155; Krappe Balor 88; Irish: MacCulloch Celtic 165, *Cross; Scotch: Macdougall and Calder 163, 209; Icelandic: MacCulloch Eddie 225; India: Thompson-Balys.
 D1812.4.1.13. Fairy music as evil omen.

F262.1. Fairies sing. *Fb "ellefolk" I 241b, "syngē" III 706b; Irish myth: *Cross; England: Baughman; Breton: Sébillot Incidents s.v. "chant", "chanteresse".

F262.2. Fairies teach bagpipe-playing. Scotch: Macdougall and Calder 175.

F262.3. Fairy minstrel. Irish myth: *Cross.
F262.3.1. Fairy minstrel lives among mortals to learn of their heroic deeds. Q172.0.1. Fairy minstrel asks admission to heaven as reward for playing to saint.

F262.3.1.1. Fairy as harper. Irish myth: *Cross.
A1461.2.1. Origin of harp.

F262.3.1.2. Fairy harper plays two harps at once. Irish myth: *Cross.

F262.3.1.3. Fairy harper in yew tree. Irish myth: *Cross.

F262.3.1.4. Fairy harper in tiny bronze boat. Irish myth: *Cross.

F262.3.2. Fairy minstrel's birds sing accompaniment. Irish myth: Cross.
F241. Fairies' animals.

F262.3.3. Fairy minstrel's music heard far and wide. Irish myth: Cross.

F262.3.4. Fairy music causes sleep. Irish myth: *Cross.

F262.3.5. Fairy music causes mourning. Irish myth: *Cross.

F262.3.6. Fairy music causes joy (laughter). Irish myth: *Cross.

F262.3.7. Fairy music causes weakness. Irish myth: Cross.

F262.4. Fairy music compared to music of Heaven. Irish myth: Cross.

F262.5. Fairy music—person listening is without food or sleep for a year. Irish myth: Cross. .

F262.6. Fairy music so potent it would cause wounded men to sleep. Irish myth: Cross.

F262.7. Fairies whistle. England: Baughman.

F262.8. Fairy horns heard by mortals. Scotland: Baughman.

F262.9. Fairy music makes seven years seem like one day to mortal hearer. (Cf. D2011.1.) England: Baughman.

F262.10. Fairy music—miscellaneous.

F262.10.1. Fairy music issues from stone. England: Baughman.

F262.10.2. Fairy music issues from fairy ring. England: Baughman.

F263. Fairies feast. Hartland Science 144, 155; Keightley 283; Irish myth: *Cross; England: Baughman.
F243. Fairies' food.

F263.1. Fairy's share of feast a nut. Irish myth: Cross.

F264. Fairy wedding. *Fb "ellefolk" I 241b.
F303. Wedding of mortal and fairy.

F265. Fairy bathes. Hoffman-Krayer Zs. f. Vksk. XXV 120 n. 3; Irish myth: *Cross; England: Baughman; India: Thompson-Balys.

F265.1. Fairies frequently use bath house. Cheremis: Sebeok-Nyerges.

F266. Fairies warm themselves. Fb "ovn" II 774b; Finnish-Swedish: Wessman 56 No. 481.
 F441.2.1.1. Wood-nymph comes to the fire to warm. F451.5.1.1.5. Dwarf wants to warm self at fire.

F267. Fairies attend games. Irish myth: Cross.
 H1863. Goaling match between fairies and mortals as test of supremacy.

F268. Burial among underworld folk. *Fb "begravelse" IV 30b; Irish myth: Cross.
 F450. Underground spirit.

F268.1. Burial service for fairy queen is held at night in Christian church. England: *Baughman.

F271. Fairies as laborers.
 H173.1. Tasks performed by fairies.

F271.0.1. Fairies as craftsmen. Hawaii: Beckwith Myth 329.

F271.0.2. Fairies lacking axes work with their teeth. Hawaii: Beckwith Myth 333.

F271.1. Fairies milk cows. Scotch: Macdougall and Calder 129ff.

F271.2. Fairies as builders.
 F451.3.4.1. Dwarfs as artificers. FS31.6.6. Giants as builders of great structures.

F271.2.0.1. Fairies build great structures in one night. Hawaii: Beckwith Myth 333.

F271.2.1. Fairies excavate passage. Scotch: Macdougall and Calder 173; Breton: Sébillot Incidents s.v. "souterrain".
 F451.3.2.4. Expelled dwarfs plan to dig underground bed for Rhine.

F271.2.2. Fairies build causeway. Irish myth: *Cross; India: Thompson-Balys.

F271.2.3. Fairies build canoe. Hawaii: Beckwith Myth 332.

F271.3. Fairies skillful as smiths. *Fb "smed" III 402a; Irish myth: *Cross; England, Scotland, Ireland: Baughman, Boberg DF XLVI 83.
 F343.3. Fairy smith gives knight magic sword. F451.3.4.2. Dwarfs as smiths. F455.3.1. Trolls skillful as smiths.

F271.4. Fairies work on cloth.

F271.4.1. Fairies bleach linen. Fb "linned" II 435b; England: Baughman; Danish: Kristensen Danske Sagn I (1892) 182ff., (1928) 128ff.

F271.4.2. Fairies skillful as weavers. Icelandic: *Boberg.

F271.4.3. Fairies spin. Chinese: Eberhard FFC CXX 56.

F271.5. Fairies clear land. Irish myth: *Cross.
 A181.1. God clears plains. A337. Culture heroes clear plains.

F271.6. Fairy as herdsman. Irish myth: *Cross.

F271.7. Fairies churn. *Boberg DF XLVI 84.
 F451.3.4.7. Dwarfs churn.

F271.8. Fées engage in needlework. Irish myth: Cross.

F271.9. Fairies wash their clothes: they are heard only at this task. England: *Baughman.

F271.10. Fairies bake bread. **Boberg DF XLVI.

F273. Fairy shows remarkable skill. Irish myth: Cross.

F273.1. Fairy shows remarkable skill as marksman. Irish myth: Cross. F861. Skillful marksman.

F273.2. Fairy shows remarkable skill as runner. Irish myth: *Cross. F861. Marvelous runner.

F274. Fairy physician. Irish myth: Cross.
A144. Physician of the gods. A464. God of healing. F344. Fairies heal mortals. F244.2. Fairy physician can heal anyone whose spine is not severed. R39. Fairy physician abducted to heal wounded mortals.

F275. Fairies descend chimney. England, Scotland: Baughman; Breton: Sébillot Incidents s.v. "cheminée".

F276. Fairies call out to mortals. *Fb "ellefolk" I 241b.

F277. Battle of fairies and gods. Irish myth: *Cross; Scotch: Campbell Tales II 85.
A162. Conflicts of the gods.

F277.0.1. War between fairy settlements. Irish myth: *Cross.
A920.1.7.1. Lake bursts forth to quell fairy war. F253. Fairy army. F259.1. Fairies kill each other.

F277.0.2. Fairies fight among selves for possession of island. Irish myth: Cross.

F277.0.3. Good and bad fairies battle. Irish myth: Cross.

F278. Fairies' strategy. Irish myth: *Cross.
K2350. Military strategy.

F278.1. Fairy casts huge stones to keep enemies off. Irish myth: Cross. A963.5. Hills from stones cast by giants. F364. War between fairies and mortals.

F278.2. Fairies create magic concealing mist. Irish myth: *Cross.
D1361.1. Magic mist of invisibility. V229.5. Saints create magic concealing mist.

F281. Fairy replaces man's heart with heart of straw. Eyes with wood, etc. English: Child I 343—356 *passim*.
E781.1. Substituted eyes. E786. Heart successfully replaced.

F282. Fairies travel through air.

F282.1. Fairies travel in eddies of wind. Irish myth: *Cross.

F282.2. Formulas for fairies' travel through air. England: Baughman.

F282.3. Fairies come from the kingdom of Indra to earth in four flying thrones. India: Thompson-Balys.

F285. Anchor falls on fairies. Breton: Sébillot Incidents s.v. "ancre".

F300—F399. FAIRIES AND MORTALS

F300. Marriage or liaison with fairy. Irish myth: *Cross, Beal XXI 335, Tupper and Ogle Walter Map 96.

B91.2. Mermaid marries man. F361.6. Fairies slay wooer of fairy maiden. F386.2. Fairy punished for marrying a mortal. F468.4.1. Mountain-girl marries mortal man. G287. Witches married to fairies. T118. Unusual marriage.

F300.1. Giants guard fairy princess from mortal man. India: Thompson-Balys.

F300.2. Husband pursues fairy wife to heaven. Chinese: Eberhard FFC CXX 55.

F301. Fairy lover. Fb "underjordiske" III 975a; Dickson 121 n. 65; Hartland Science 64; Irish myth: *Cross; Scotch: Macdougall and Calder 133ff.; Icelandic: Boberg, *Feilberg DF V 43ff.; India: Thompson-Balys; Chinese: Werner 343.

A188. Gods (goddesses) unite with mortals. B92.1. Merman marries maiden. C901.1.3. Tabu imposed by lover. D1386.1. Magic sword protects woman from fairy lover in husband's absence. F471.3.6.1. Demon lover. F302.2.1. Fairy wife deserts mortal husband for repulsive lover. F324. Girl abducted by fairy, F471.2. Incubus (demon lover.) N338.9. Girl abducted by fairy left on shore where she is accidentally drowned. T81. Unequals in love. T889.3. Conception from intercourse with demon (fairy).

F301.1. Summoning fairy lover.

F398. Hair burned to summon fairies.

F301.1.1. Girl summons fairy lover by breaking tabu.

C10. Tabu: profanely calling up spirit (devil, etc.).

F301.1.1.1. Girl summons fairy lover by wishing for him. English: Child I 6ff. No. 2.

C15. Wish for supernatural husband realized.

F301.1.1.2. Girl summons fairy lover by plucking flowers. English: Child I 360 n.

C516. Tabu: touching (plucking) flowers.

F301.1.1.3. Girl summons fairy lover by lying under tree. English: Child V 499 s.v. "trees".

C516. Tabu: lying under tree. Girl who does so carries off by fairies.

F301.1.1.4. Girl summons fairy lover by pulling nuts. English: Child I 360 n.

C517. Tabu: pulling nuts.

F301.2. Fairy lover entices mortal girl.

F301.2.1. Elf-knight produces love-longing by blowing on horn. English: Child I 15ff., 23, 55, 367.

D1355.1.3. Magic love-producing horn.

F301.3. Girl goes to fairyland and marries fairy. Hartland Science 64.

F343.8. Fairy leaves goats as purchase price for girl he has carried off.

S62. Cruel husband.

F301.4. Tasks set maid by elfin knight before she can marry him. English: Child I 15ff.

H373. Bride test: performance of tasks. H800. Tasks imposed.

F301.5. Elf-knight entices maiden away and kills her. English: Child I 47; Japanese: Ikeda.

F301.6. *Fairy lover abducts fairy wife of mortal.* Irish myth: *Cross.

F301.7. *Girl goes to see her fairy lover on certain nights.* Icelandic: Sveinsson FFC LXXXVIII 10f. (Type 306 III).

F301.8. *Fairy runs away from wedding with mortal girl.* Irish myth: Cross.

F302. *Fairy mistress.* Mortal man marries or lives with fairy woman.
 *Hoffmann-Krayer Zs f. Vksk. XXV 120 n. 4; *Puckett MPh XVI 297; Clouston Tales I 212ff.; Malone PMLA XLIII 406; *Grimes The Lays of Desiré, Graelent and Melion (New York, 1928); *Krappe Bulletin Hispanique XXXIX 97ff. — Irish myth: *Cross; Icelandic: Hjalmbær saga ok Ólvis 477; Boberg; Finnish-Swedish: Wessman 56 No. 483; Lappish: Qvigstad FFC LX 44 Nos 42, 43; India: *Thompson-Balys; Indonesia: DeVries' list No. 151; Hawaii: Beckwith Myth 500.

B31.2. Mermaid marries man. D361.1. Swan Maiden. D1882.2. Rejuvenation by fairy wife. D2003.1. Husband magically forgets wife. F377.1. Supernatural lapse of time in fairyland. Q247. Punishment for desertion of fairy mistress. S11.5. Father banishes son at request of fairy wife. S412. Heroine taunted with her unknown past.

F302.0.1. *Bonga mistress.* India: Thompson-Balys.

F302.1. *Man goes to fairyland and marries fairy.* Irish myth: *Cross; English: Wells 130ff. (Sir Launfal, Emare); Spanish Exempla: Keller; India: *Thompson-Balys.

F302.1.1. *Mortals supplied with fairy mistresses during visit to fairyland.* Irish myth: *Cross; India: Thompson-Balys.
 D2003.1. Husband magically forgets wife. T281. Sex hospitality.

F302.1.2. *Mortal gives fairy ring after night spent with her in fairyland.* Irish myth: Cross.

F302.2. *Man marries fairy and takes her to his home.* **Köhler Der Ursprung der Melusinenägse (1895); *Fränkel Zs. f. Vksk. IV 387; *Fb "menneske" II 577b; see also all references for C31.1.2; Hartland Science 168; Malone PMLA XLIII 417; Irish myth: *Cross; England, Wales: Baughman; India: *Thompson-Balys.
 C31.1.2. Tabu: looking at supernatural wife on certain occasion. (Melusine).

F302.2.1. *Fairy wife deserts mortal husband for repulsive lover.* Malone PMLA XLIII 416ff.; Irish myth: *Cross; India: Thompson-Balys.

F302.3. *Fairy woos mortal man.* Irish myth: *Cross; India: Thompson-Balys.

F302.3.0.1. *Fairy visits mortal and becomes his mistress.* Irish myth: *Cross.

F302.3.0.2. *Raja refuses to marry a Perl.* India: Thompson-Balys.

F302.3.1. *Fairy entices man into fairyland.* Hartland Science 41, 163, 184, 202; Irish myth: *Cross; India: *Thompson-Balys.
 B33. Sirens. F199.1. Otherworld reached by hunting animal. F302.3.4. Fairies entice men and then harm them. F320. Fairies carry people to fairyland. F322. Man rescues his wife from fairyland.

F302.3.1.1. *Bonga girl (fairy) will return stolen goods only if mortal man will go with her.* India: Thompson-Balys.

F302.3.1.2. *Fairies stop ship to entice man to their land.* Irish myth: *Cross.

F302.3.1.3. *Man is carried to fairyland by fairy and marries her.* Irish myth: *Cross.

F302.3.1.4. *Fairy abducts whomever she falls in love with.* (Cf. F320.) India: Thompson-Balys.

R6. Captives and fugitives.

F302.3.2. *Fairy offers gifts to man to be her paramour.* Irish myth: *Cross; English: Child I 314, 375f., 384, III 504a, V 214; Spanish Exempla: Keller.

F302.3.2.1. *Fairy offers aid to man if he will marry her.* Irish myth: Cross.

F302.3.2.2. *Fairy offers to disenchant mortal wife if man will marry her.* (Cf. F302.5.2.) Irish myth: Cross. D700. Person disenchanted.

F302.3.3. *Fairy avenges self on man who scorns her love.* English: Child I 376ff.; Irish myth: *Cross.

C31. Tabu: offending supernatural wife. F361. Fairy's revenge.

F302.3.3.1. *Fairy avenges herself on inconstant lover (husband).* *Fb "ellefolk" I 241b; Krappe Bulletin Hispanique XXXV (1933) 115ff.; Irish myth: *Cross; English: Child I 372—389.

C31. Tabu: offending supernatural wife. F362.6. Fairy mistress leaves man when he breaks tabu. T24.3. Madness from love. T71. Woman scorned in love.

F302.3.4. *Fairies entice men and then harm them.* Irish myth: *Cross; Japanese: Mitford 243; West Indies: Flowers 433.

B81.2. Mermaids tear their mortal lovers to pieces. F360. Malevolent or destructive fairies. F420.5.2.1. Water-spirits lure mortal into water. G264. La Belle Dame Sans Merci. Witch entices men with offers of love and then deserts or destroys them. G264.4. Fairy-like witch marries man and causes him misfortune. T24.1. Love-sickness.

F302.3.4.1. *Fairy kisses man.* India: *Thompson-Balys.

F302.3.4.1.1. *Fairy's kiss fatal.* Fb "kys" II 349.

C122. Tabu: kissing fairies. This puts one in their power.

F302.3.4.2. *Fairies dance with youth till he dies (or goes insane).* *Fb "ellefolk" I 241b.

F261. Fairies dance.

F302.3.4.2.1. *Pixies win dancing contest with man.* India: Thompson-Balys.

F302.3.4.3. *Fairy woos and deserts man.* Clouston Tales I 215ff.; Irish myth: *Cross.

F302.3.4.4. *Fairy takes lover back to fairyland in magic sleep.* *Krappe Romania LX (1934) 79ff.

F302.3.4.5. *Fairies fall in love with prince and charm him into a death-like sleep.* India: Thompson-Balys.

F302.4. *Man obtains power over fairy mistress.* Irish myth: Cross.

F302.4.1. *Man shoots into wreath of mist and brings down fairy.* She becomes his wife. Hartland Science 144.

F302.4.2. *Fairy comes into man's power when he steals her wings (clothes).* She leaves when she finds them. Slavic: Máčhal 258;

Lithuanian: Balys Index No. *404; India: *Thompson-Balys; Chinese: Eberhard FFC CXX 55.

C31.10. Tabu: giving garment back to supernatural (divine) wife. D361.1. Swan Maiden. D721.2. Disenchantment by hiding skin (covering). F456. Theft from fairies. K1335. Seduction (or wooing) by stealing clothes of bathing girl.

F302.4.2.1. Fairy comes into man's power when he steals her clothes. She leaves when she finds them. India: *Thompson-Balys.

F302.4.3. Hero fights with fairy person, takes his wife and keeps her (for a year). Irish myth: *Cross.

F302.4.4. Man binds fairy and forces her to marry him. India: Thompson-Balys.

F302.5. Fairy mistress and mortal wife.

F302.5.0.1. Man deserts wife for fairy. India: Thompson-Balys.

F302.5.1. Fairy mistress surrenders man to his mortal wife (Wildfrau). *Heltzel Philological Quarterly VIII (1930) 348; Irish myth: *Cross; Icelandic: Hálfdanar saga Brönumfóstra (whole saga).

J454.1. Wife chosen instead of fairy mistress. They let man choose between them.

F302.5.1.1. Bonga girl (fairy) surrenders man to his mortal wife if he will name first daughter after her. India: Thompson-Balys.

F302.5.2. Fairy mistress transforms man's human wife. (Cf. F302.3.2.2.) Irish myth: *Cross.

D665.1. Transformation of rival in love (marriage) to be rid of him.

F302.5.2.1. Divine damsel converts mortal's first wife into a lovely woman; they all live together. India: Thompson-Balys.

F302.5.3. Man loses luck when he leaves fairy wife for mortal. India: Thompson-Balys.

N131. Acts performed for changing luck.

F302.5.4. Fairy mistress demands that man send his mortal wife away. Irish myth: *Cross.

Q556.9. Curse for banishing wife at will of paramour. S11.5. Father banishes son at request of fairy wife.

F302.5.5. Fairy mistress tries to destroy mortal's wife (mother) by sending her a magic belt. Krappe Revue des Études Grecques LII (1939) 569ff.

D1057. Magic belt.

F302.6. Fairy mistress leaves man when he breaks tabu. See all references to C31, C31.1.2, C31.2, C31.4.1, C31.4.2. Irish myth: *Cross; India: Thompson-Balys.

C31. Tabu: offending supernatural wife.

F302.6.1. Celtic fairy mistress dominant. Irish myth: *Cross.

F302.6.2. Man obtains power over fairy mistress. T56. Girl as wooer. T148. Matriarchy.

F302.6.2. Recovery of fairy mistress.

F302.6.2.1. Mortal beats drum as fairies dance before Indra; is granted fairy wife permanently. India: Thompson-Balys.

F302.6.2.2. Fairy gives up her fairy nature and becomes mortal to be able to return to her mortal husband. India: Thompson-Balys.

F302.7. Fairy mistress prophesies mortal lover's fate in battle. Irish myth: *Cross.
 M301.6. Fairies as prophets. M356.1.2. Prophecies concerning fate of heroes in battle.

F302.8. Fairy mistress demands mortal lover deny Christian teachings. Irish myth: *Cross.
 V350. Conflicts between religions.

F302.9. Fairy mistress rescues hero from battle. Irish myth: Cross.
 N815. Fairy as helper.

F302.10. Man to have fairy wife for only seven years. India: Thompson-Balys.

F302.11. Prince married to a she-monkey (really queen of the fairies). India: Thompson-Balys.
 B601.7. Marriage to monkey.

F303. Wedding of mortal and fairy. Feilberg DF V 45ff.; Kristensen Dan-ske Sagn I (1892) 62ff., (1928) 54ff.; Liljeblad 188ff.; India: *Thompson-Balys.
 C162.3. Tabu: fairy girl marrying mortal. F264. Fairy wedding.

F303.1. Purification in kettle of boiling oil as preparation for marriage to fairy. Tuti-Nameh 10th Night.

F304. Sexual relations with fairy. ..

F304.1. Fairy king punishes ravisher of his daughter. Malone PMLA XLIII 406; Irish myth: *Cross; Icelandic: *Boberg.
 F361. Fairy's revenge. Q451.6.0.1. Fairy bites off ear of ravisher. T471. Rape.

F304.2. Fairy queen's beauty temporarily destroyed by intercourse with mortal. English: Child I 327.
 C110. Tabu: sexual intercourse.

F304.3. Beautiful woman found in bed with man after he has plugged keyholes to keep elves out. Tobler 68; Lithuanian: Balys Index No. *423.

F304.4. Mortal violates fairy woman. Irish myth: Cross.
 T471. Rape.

F304.4.1. Fairy ravished by mortal strikes flesh from his ear. Irish myth: *Cross.
 F361. Fairy's revenge. F362.4. Fairy causes mutilation (injury). Q451.6.0.1. Fairy bites off ear of ravisher.

F304.5. Mortal chooses to sleep with fairy as boon for saving her life. Irish myth: Cross.
 F330. Grateful fairies.

F304.6. Fée carried off by mortal. Irish myth: Cross.

F305. Offspring of fairy and mortal. Malone PMLA XLIII 433; *Krappe Études 119ff.; Irish myth: *Cross; Icelandic: *Boberg; India: *Thompson-Balys.
 B81.2.1. Mermaid has son by human father. D630.3. Power of self-transformation received from fairy parent. D683.7.1. Transformation by offspring of fairy and mortal. F326. Fairy father carries off child of mortal mother. Q469.11. Baby son hurled into battle as punishment for desertion of fairy mistress.

F305.1. *Fairy relative makes gifts to half-mortal child.* (Cf. F340.) Irish myth: *Cross.

F305.1.1. *Fairy mother bestows magic powers upon half-mortal son.* Irish myth: *Cross.
D1723. Magic power from fairy.

F305.2. *Offspring of fairy and mortal extraordinarily beautiful.* Irish myth: *Cross.

F305.2.1. *Right half of son resembles mortal father; left half, fairy father.* Irish myth: Cross.

F305.3. *Offspring of fairy and mortal has long hair and beard at birth.* Irish myth: Cross.
T565. Precocious infant.

F310. Fairies and human children.
T610.3. Witch (fairy) suckles child.

F311. *Fairies adopt human child.* English: Wells 32 (Layamon's Brut).
F271. Human being reared in fairyland, J2415.2. Fairies help forgotten child, but strangle child trying to imitate good luck. R131.12. Fairy rescues abandoned child. T676. Adoption of children.

F311.1. *Fairy godmother.* Attendant good fairy. *Type 715; Irish myth: Cross; Slavic: Máchal 257f.
A511.3.2. Culture hero reared (educated) by extraordinary (supernatural) personages. F347. Fairy adviser. N810. Supernatural helpers.

F311.1.1. *Fairy godmother helps girl escape.* England: *Baughman.

F311.2. *Fairy foster-father.* Guardian to mortal, Irish myth: *Cross.

F311.2.1. *Man killed on night when fairy guardian relaxes vigilance.* Irish myth: Cross.

F311.3. *Fairy foster-mother.* (Cf. P270.) Irish myth: Cross.
A511.3.2. Culture hero reared (educated) by extraordinary (supernatural) personage. R131.12. Fairy rescues abandoned child.

F311.3.1. *Water fairy as foster-mother.* Africa: Weeks Jungle 407.

F312. *Fairy presides at child's birth.* Sometimes the Norns, the Fates, etc. *Type 410; BP I 438; *W. B. McDaniel Conception, Birth and Infancy in Ancient Rome and Modern Italy (Coconut Grove, Florida, 1948). — Icelandic: Nornagests þátr (Bugge ed. 1864) 76, Corpus Poeticum Boreale I 131, *Boberg; Japanese; Ikeda.
F316. Fairy lays curse on child. J154. Wise words of dying father. M301. Prophets. M301.2. Old woman prophesies at child's birth. M301.5.1. Anchorte prophesies at childbirth. M301.12. Three fates "norns" prophesy at child's birth. M311. Prophecy: future greatness of unborn child. M340. Unfavorable prophecies. T633. Accompaniments of child-birth.

F312.1. *Fairies bestow supernatural gifts at birth of a child.* Hartland Science 204; Italian Novella: Rotunda.

F312.1.1. *Fairies make good wishes for newborn child.* (Cf. F316.) Italian: Basile Pentamerone II 8.

F312.2. *Fairies control destinies of a mortal.* Saintyves Perrault 19.
F347. Fairy adviser. N810. Supernatural helpers.

F312.3. *Three fairies sent to queen about to give birth to child.* India: Thompson-Balys.

F313. Fairies comb children's hair. *Fb "ellefolk" I 241b.

F315. Fairy predicts birth of child. Irish myth: *Cross; Breton: Sébillot Incidents s.v. "naissance".

A463.1. The Fates. D1810.1. Magic knowledge from queen of other world. M300. Prophecies. M301.6. Fairies as prophets. T500. Conception and birth.

F316. Fairy lays curse on child. (Cf. F312.1.1.) *Type 410; Icelandic: Nornagests háttir (Bugge ed. 1864) 76; Boberg.

F341. Fairies give fulfillment of wishes. F361.1.1. Fairy takes revenge for not being invited to feast. F360. Malevolent or destructive fairies (pixies). G269.4. Curse by disappointed witch. J154. Wise words of dying father. Counsel proved wise by experience. M301. Prophets. M340. Unfavorable prophecies. M400. Curses. T583. Accompaniments of child-birth.

F316.1. Fairy's curse partially overcome by another fairy's amendment. *Type 410; Saintyves Perrault 61.

M420. Enduring and overcoming curses. M438.4. Curse: hero has to remain as dead till the curser dies.

F316.2. Fairy's curse partially overcome by her own amendment after being appeased. Icelandic: *Boberg.

F317. Fairy predicts future greatness of newborn child. Irish myth: Cross.

M301.6. Fairies as prophets. M311.0.1. Heroic career prophesied for newborn child.

F320. Fairies carry people away to fairyland. *Fb "ellefolk" I 241b, "døbe" I 227; Hartland Science 163ff.; Feilberg DF V 55ff. — Irish myth: *Cross; H. Hartmann Ueber Krankheit, Tod und Jenseitsvorstellungen in Irland (Erster Teil: Krankheit und Faltryenträckung, Halle, 1942); India: *Thompson-Balys; Japanese: Ikeda.

C516. Tabu: lying under tree. Girl who does so carried off by fairies. D659.10. Transformation to lure hunters to certain place. Usually fairy-land. F370. Visit to fairyland. F420.5.2.2. Water-spirits abduct person. F451.5.2.4. Dwarfs kidnap mortals. F460.4.4.1. Mountain-men abduct persons. N861. Sleeping King abducted by fairies wakes when his foot touches water. R10. Abduction.

F321. Fairy steals child from cradle. Hartland Science 98—106 passim; Irish myth: *Cross; Lappish: Qvigstad FFC LX 43 No. 35; India: Thompson-Balys.

G261. Witch steals children. T884. Devil substitutes himself for newborn child. V881.1. Sign of cross prevents child from being stolen from cradle.

F321.0.1. Child sold to fairies. Breton: Sébillot Incidents s.v. "enfant".

F321.1. Changeling. Fairy steals child from cradle and leaves fairy substitute. Changeling is usually mature and only seems to be a child. *BP I 368; **G. Plaschewski Der Wechselbalg (Breslau, 1935); Hdwb. d. Aberg. IX Nächträge 835—864; **E. Hartmann Die Trollvorstellungen in den Sagen und Märchen der skandinavischen Völker (Stuttgart, 1936) 76ff.; *Hartland Science 105—122, 134, 145; *Fb "skifting" III 252b. — Irish myth: Cross; England, Ireland, Wales: Baughman; Scotch: Macdougall and Calder 7, 117, 143ff., 149, 155ff., 267, Campbell Tales II 57; Icelandic: *Boberg; Danish: Kristensen Danske Sagn II (1893) 10ff., (1928) 11ff.; Norwegian: *Sølheim Register 18; Lappish: Qvigstad FFC LX 43 No. 36; Dutch: Sinninghe FFC CXXXII 58 No. 91; Slavic: Polívka Slavische Sagen vom Wechselbalg (Archiv f. Religionswissenschaft VI 151ff.), Máchal

Slavic Myth. 260, 264; Armenian: Ananikian 78 (left by dragon); India: Penzer VIII 87 n. 1.

F461.5.2.3. Dwarfs exchange children in cradle. K661.4. Waxen statue left instead of abducted queen. K1847. Deception by substitution of children. K1822. Woman substitutes child for her own and sells it. Exchanges sleeping places. M437.2. Jealous sisters curse the child one of them may have by the god Thor, so that it never will grow or thrive.

F321.1.1. *Changeling deceived into betraying his age.* *Fb "skifting" III 252b; Rhys Celtic Folk Lore 62, 220, 223, 264, 268; Köhler-Bolte I 220; Zs. f. Vksk. XVI 414; Sikes British Goblins 2, 59f.

F321.1.1.1. *Changeling betrays his age when his wonder is excited.* Usually pottage is boiled in an eggshell. The changeling: "I shall soon be a hundred years old but I never saw this done before!" *BP I 368; Hartland Science 113—116; E. H. Meyer Germanische Myth. 79; Lithuanian: Balyš Legends No. 525.

F321.1.1.2. *Changeling plays on pipe and thus betrays his maturity.* Hartland Science 111. — Scotch: Macdougall and Calder 155ff.

F321.1.1.2.1. *Changeling dances wild dance to music, betrays maturity.* England: Baughman.

F321.1.1.3. *Changeling addresses woman in verse and thus betrays maturity.* Hartland Science 125.

F321.1.1.4. *Changeling shows supernatural power to work and thus betrays maturity.* Hartland Science 113; England, Scotland: Baughman.

F321.1.1.5. *Changeling calculates his age by the age of the forest.* "I have seen the forest grow up three times." *BP I 369; Fb "gammel" IV 174a; Hartland Science 113ff.; Danish: Kristensen Danske Sagn I (1892) 314ff., (1928) 198ff.

F451.3.11. *The great age of dwarfs.*

F321.1.1.6. *Threat to throw on fire causes changeling to cry out and betray his nature.* *BP I 369.

F321.1.1.7. *Whipping causes changeling to betray his nature.* *BP I 369.

F321.1.2. *Characteristics of changeling.*

F321.1.2.1. *Changeling has abnormal features or growth.* Limbs grow too rapidly, head is too big, or he is slow to learn to walk, or the like. Hartland Science 108.

F321.1.2.2. *Changeling is always hungry, demands food all the time.* England, Scotland, Wales: *Baughman.

F321.1.2.3. *Changeling is sickly (often the fairy exchanged for a baby is an elderly, infirm member of the fairy clan whom the fairies are tired of caring for).* England: Baughman.

F321.1.3. *Exorcising a changeling.* Hartland Science 122f.; Ireland: Baughman.

D2176. *Exorcising by magic.*

F321.1.4. *Disposing of a changeling.* Hartland Science 105, 117ff.; Fb "skifting" III 252b, 253a. — Irish myth: Cross.

D2071.1.2. *Evil eye averted by swinging cat over child's cradle.*

F321.1.4.1. *Changeling thrown into water and thus banished.* Hartland Science 123f., 129. — England, Ireland: *Baughman; Scotch: Macdougall and Calder 149.

F321.1.4.2. *Changeling thrown into ravine and thus banished.* Scotch: Macdougall and Calder.

F321.1.4.3. *Changeling thrown on fire and thus banished.* (Cf. F321.1.4.5.) Hartland Science 120f.; England, Scotland, Ireland: *Baughman.

F321.1.4.4. *Changeling left on hill (dunghill, barrow etc.) and thus banished.* Hartland Science 118, 126f.

F321.1.4.5. *When changeling is threatened with burning, child is returned.* (Cf. F321.1.4.3.) Scotland: *Baughman; Estonian: Aarne FFC XXV 116 No. 19; Lithuanian: Balys Index No. 3692.

F321.1.4.6. *Changeling beaten and left outside; the mortal child is returned.* England: *Baughman.

F321.1.4.7. *Mortal mother pays no attention to changeling; the mortal child is returned.* Scotland: *Baughman.

F321.1.4.8. *Mother treats changeling so well that her own child is returned.* England: Baughman.

F321.1.4.9. *Changeling made to believe that his house is burning up; he leaves.* England, Ireland: *Baughman.

F321.1.5. *Water fairy changeling kept out of water too long, dies.* U.S.: Baughman.

F321.2. *Charms against theft of children by fairies.* Fb "forbytte" I 337b; Irish myth: Cross; Wales, Scotland: *Baughman; Finnish: Aarne FFC XXXIII 40 No. 22; Estonian: Aarne FFC XXV 117 No. 22.

F321.3. *Man goes to fairyland and rescues stolen child.* (Cf. F322.2.) Hartland Science 127.
B62.1. Merman marries maiden.

F321.3.1. *Unbaptized child stolen by fairies found in barn and rescued.* Lithuanian: Balys Index No. *412.

F321.4. *Beggar returns to his mother child stolen by fairies.* Estonian: Aarne FFC XXV 40 No. 21.

F321.5. *Fairies appear in house and offer to dance with child.* England: Baughman (F261.5).
G305. Earl king.

F322. *Fairies steal man's wife and carry her to fairyland.* *Krappe Études 131 n. 2; Hartland Science 133; *Krappe Revue Celtique XLVIII 94ff.; *Cross and Hitze Lancelot and Guenevere 31ff.; Irish myth: *Cross; Scotland: Macdougall and Calder 267, Baughman; England: Wells 128 (Sir Orfeo).

F322.0.1. *Woman carried off by water-fairy.* Hartland Science 65; German: Erk-Böhme Deutsche Liederhort No. 2; Lithuanian: Balys Index No. *4250.
B62.1. Merman marries maiden. F301.3. Girl goes to fairyland and marries fairy. F420.6. Marriage of water-spirits.

F322.1. *Changeling bride.* Fairies steal bride and leave a substitute. Hartland Science 130, 142; U.S.: Baughman.
T150. Happenings at weddings.

F322.1.1. *Fairy borrows comb from Christian maid to comb hair of changeling bride.* (Cf. F324.1.) *Fb "ellepige" I 242a.

F322.2. *Man rescues his wife from fairyland.* (Cf. F321.3.) Hartland Science 133, 142; Irish myth: *Cross; English: Wells 128 (Sir Orfeo); Scotland, U.S.: *Baughman.
 F322.1. *Orpheus.* F375. Mortal imprisoned in otherworld. H1385.3. Quest for vanished wife (mistress). R112.3. Rescue of prisoners from fairy stronghold. R151. Husband rescues wife.

F322.3. *Stolen mother returns from fairyland each Sunday to minister to her children.* Hartland Science 133; Scotland: *Baughman.
 D688. Transformed mother suckles child. E323.1. Dead mother returns to care for neglected baby.

F322.4. *Abducted bride hidden in fairyland.* Icelandic: *Boberg.

F322.5. *Rescue from fairyland.* Irish myth: *Cross.

F323. *Fairy women take body of dead hero to fairyland.* Irish myth: *Cross.
 A585. Dying culture hero. E480. Abode of the dead.

F324. *Girl abducted by fairy.* Irish myth: *Cross.
 F310. Fairy lover. N339.9. Girl abducted by fairy left on shore where she is accidentally drowned.

F324.1. *Girl borrows comb and mirror from bonga (fairy): carried to fairyland when she returns them.* (Cf. F322.1.1.) India: Thompson-Balys.

F324.2. *Woman beset by elves (or phantoms) drowns self.* Irish myth: Cross.

F324.3. *Youth abducted by fairy.* Irish myth: Cross.

F325.1. *Fairies kidnap boy when he breaks tabu by going outside mansion under earth before 12 years.* India: Thompson-Balys.
 C954. Person carried off to other world for breaking tabu. F721. Subterranean world.

F326. *Fairy father carries off child of mortal mother.* Irish myth: Cross.
 F305. Offspring of fairy and mortal.

F327. *Family carried away to fairyland as part of bargain.* Irish myth: *Cross.
 M242. Bargains and promises between mortals and supernatural persons.

F328. *Fairies entice people into their domain.* England, Scotland: *Baughman.

F329. *Other fairy abductions.*

F329.1. *Fairies carry off youth; he has gift of prophecy when he returns to earth (Thomas the Rhymer).* Scotland: Baughman.

F329.2. *Fairies abduct young woman, return her when fight starts over her.* England: Baughman.

F329.3. *Fairies take persons up in air in chariots for a fortnight or a month.* The lost are finally found in fields bereft of sense and with one of the members missing. Scotland: Baughman.

F329.4. *Fairies who stay with mortals.* See also F321.1. Changeling.

F329.4.1. *Lost fairy child found by mortals.* Mortals feed, warm it, keep it until one day it hears voice calling: "Coleman Grey!" It leaves with the remark "Ho! ho! ho! My Daddy's come!" England: *Baughman.

F329.4.2. *Fairy child found and cared for, but it pines away.* England: Baughman.

F329.4.3. *Fairy captured by mortal escapes.* England, Wales: *Baughman.

F330. *Grateful fairies.* *HdwB. d. Märch. s.v. "Geschenke des kleinen Volkes"; Breton: Sébillot Incidents s.v. "fées".
 F304.5. Mortal chooses to sleep with fairy as boon for saving her life.
 N815. Fairy as helper.

F331. *Mortal wins fairies' gratitude by joining in their sport.* Ireland, England, Scotland, U.S.: *Baughman (F286.2.).
 N471. Foolish attempt of second man to overhear secrets (from animals, demons, etc.). He is punished.

F331.1. *Mortal wins fairies' gratitude by joining in their dance.* *Type 503; BP III 324ff.; England, Scotland, Wales: *Baughman (F379.5.); Breton: Sébillot Incidents s.v. "bossu"; Japanese: Mitford 191, Ikeda.

F331.2. *Mortal wins fairies' gratitude by letting them cut his hair and shave him.* *Type 503.

F331.3. *Mortal wins fairies' gratitude by joining in their song and completing it by adding the names of the days of the week.* *Type 503; *BP III 329; Japanese: Ikeda.

F331.4. *Mortal wins fairies' gratitude by playing for their dance.* *Type 503; BP III 324ff.; *Fb "spille" III 488b; Hartland Science 180.

F332. *Fairy grateful for hospitality.* England, Scotland, Ireland, Wales: *Baughman; Scotch: Campbell Tales II 51, Macdougall and Calder 215, 217.

F332.0.1. *Fairy grateful to mortal for daily food.* Irish myth: Cross.

F333. *Fairy grateful to human midwife.* (Cf. F372.1.) Hartland Science 55f.; Scotland, Ireland, Wales: *Baughman.

F334. *Fairy grateful to mortal for healing.* Hartland Science 57; U.S.: Baughman.

F335. *Fairy grateful for loan.* *Fb "ellefolk" I 241b.

F335.1. *Fairy grateful for loan of meal causes the vessel to remain full thereafter.* (Cf. D1652.1.) Canada, Scotland, U.S.: *Baughman.

F336. *Fairies loyal to mortal who owns their knoll.* Scotland: Baughman, Macdougall and Calder 193.
 F211. Fairyland under hollow knoll.

F337. *Fairy grateful to mortal for saving his life.* (Cf. F304.5.) Irish myth: *Cross.
 F259.1. Mortality of fairies.

F337.1. *Fairy grateful to mortal for saving children's life.* Icelandic: *Boberg.
 D817.1.1. Magic object received from dwarf in return for rescue of child or kindness to child.

F338. *Fairies grateful to man who repairs their utensils or implements.* England, Ireland, U.S.: *Baughman.

F339. *Other grateful fairies.*

F339.1. *Fairy grateful for rides on man's back, warns him his cow is choking.* Ireland: Baughman.

F339.2. *Fairies care for tulip bed out of gratitude to owner for not plucking any of blossoms.* England: *Baughman.

F339.3. *Fairy grateful for returning lost fairy child.*

F339.3.1. *Fairies do all house and farm work for family who returns lost child.* England: Baughman.

F339.3.2. *Fairies cause all ewes to have two lambs for owner who has returned fairy child.* Wales: Baughman.

F340. *Gifts from fairies.* Type 503; BP III 324; Hdwb. d. Märch. s.v. "Elbengeschenke", "Geschenke des kleinen Volkes"; Irish myth: "Cross"; French: Saintyves Perrault 72ff.; Italian: Basile Pentamerone Introduction; India: Thompson-Balys.

A511.3.2. Culture hero reared (educated) by extraordinary (supernatural) personages. D813. Magic object received from fairy. D1421.6. Magic object summons fairy. D1723. Magic power from fairy. D1812.1.1. Power of prophecy from fairy. D1882.2. Rejuvenation by fairy wife. F306.1. Fairy relative makes gifts to half-mortal child. H973.1. Tasks performed by fairies. N813. Fairy as helper.

F340.1. *Parting fairies leave gifts for newborn princess.* India: Thompson-Balys.

F341. *Fairies give fulfillment of wishes.* Hartland Science 55; Scotch: Campbell Tales II 51; English: Wells 32 (Layamon's Brut); Wales: Baughman; India: Thompson-Balys.

D1470.1. Magic wishing-object. D1720.1. Man given power of wishing. D1723. Magic power from fairy. D1761. Magic results produced by wishing. D1812.1.1. Power on prophecy from fairy. F316. Fairy lays curse on child.

F341.1. *Fairies give three gifts.* Breton: Sébillot Incidents s.v. "dons". Rotunda: Italian Novella.

D1761.0.2. Limited number of wishes granted.

F341.2. *Fairy ransoms self with wish.* Irish myth: Cross. F387. Fairy captured.

F341.2.1. *Captured water fairy promises to make ugly man beautiful in return for her release.* India: Thompson-Balys.

F342. *Fairies give mortal money.* Hartland Science 39, 53, 56; Irish myth: Cross; English: Wells (Sir Launfal); Breton: Sébillot Incidents s.v. "bourse"; Lithuanian: Balys Index No. 3594.

F342.1. *Fairy gold.* Fairies give coals (wood, earth) that turns to gold. *Type 503; BP I 366, III 324ff.; Hartland Science 57; Fb "kul" II 326b, "guld" I 512, "hövsländ" I 762, "jord" II 45b. — England: Baughman; Swiss: Jegerlehner Oberwallis 308 No. 2; Finnish-Swedish: Wessman 47 No. 388; Lithuanian: Balys Legends No. 434, Index No. *771, 3648; India: *Thompson-Balys.

D475.1.1. Transformation: coals to gold. D475.1.2. Transformation: shavings to gold. D475.1.3. Transformation: dead leaves to gold. D475.1.8. Transformation: earth to gold. E501.15.4. Wild huntsman repays with leaves (shavings) that turn to gold. F248.0.1. Fairy gift disappears or is turned to something worthless when taboo is broken. F451.5.1.4. Dwarf's gold. Seemingly worthless gift given by dwarfs turns to gold. N471. Foolish attempt of second man to overhear secrets (from animals, demons, etc.) He is punished. N538. Raised treasure turns into charcoal (shavings). If one takes it along it will turn back into gold.

F342.2. *Man borrows money from fairy (dwarf, devil).* When the man brings the money back, he learns that the fairy was killed by thunder. He keeps the money. German, Swedish, Finnish-Swedish, Estonian, Livonian, Latvian, Lithuanian, Ukrainian, Kashubish, and Wendish: Balys Tautosakos Darbai VI 163—195.

F343. Other presents from fairies.

F343.0.1. Fairy offers mortal choice of magic objects. (Cf. D813.) Irish myth: Cross.

F343.1. Fairies give woman silver spoons. Hartland Science 38.

F343.2. Fairies give hunter a dog. Irish myth: *Cross; Scotch: Macdougall and Calder 285ff.

F343.2.1. Dogs as gifts from fairy. Irish myth: *Cross.

F343.3. Fairy smith gives knight a magic sword. English: Wells 32 (Layamon's Brut); Scotch: Campbell Tales III 122.

D813. Magic object received from fairy. D813.1.1. Magic sword received from Lady of Lake. D1081. Magic sword. F271.3. Fairies as skillful smiths.

F343.4. Fairies give avaricious man gift of benevolence. Hartland Science 55.

F343.5. Fairies give beautiful clothes. Irish myth: Cross; Italian: Basile Pentamerone III No. 10.

F343.5.1. Fairy gives magic cloak (and shirt). Irish myth: *Cross.

F343.6. Bonga lends dishes to mortals. India: Thompson-Balys.

F343.7. Fairy-wife furnishes provisions. India: Thompson-Balys.

F343.8. Fairy leaves goats as purchase price for girl he has carried off. India: Thompson-Balys.

F301.3. Girl goes to fairyland and marries fairy. TS2. Bride purchased.

F343.9. Fairy gives man horses, cattle, etc. Irish myth: *Cross; Chermis: Sebek-Nyerges.

F343.9.1. Horses as fairy gifts. Irish myth: *Cross; Icelandic: Boberg.

F343.10. Fairy gives warrior equipment for soldiers. Irish myth: *Cross.

F343.10.1. Fairy gives person magic sword. Irish myth: *Cross.

D813.1.1. Magic sword received from Lady of the Lake. F271.3. Fairies skillful as smiths.

F343.10.2. Fairy gives person magic spear. Irish myth: *Cross.

F832.1.1. Gai bulga. Barbed lance which cannot be withdrawn.

F343.10.3. Fairy gives person invulnerable shield. Irish myth: *Cross.

F343.11. Fairy offers man change of form and feature for aid in battle. Irish myth: Cross.

D683.7. Transformation by fairy. D1080. Magic beautification. F304.2. Mortals aid fairies in war.

F343.12. Grateful fairy gives ring. Icelandic: Göngu-Hrólfs saga 277.

F343.13. Fairy gives mortals a child. French Canadian: Sister Marie Ursule.

F343.14. Golden cup (bowl, urn) as gifts from otherworld inhabitants. Irish myth: *Cross.

D813. Magic object received from fairy. D2171.6. Magic cup.

F343.15. Magic apple as fairy gift. Irish myth: *Cross.

F343.16. *Gigantic ox rib as gift from fairies.* Irish myth: *Cross.
B871.1.1.1. Giant ox-rib (in otherworld).

F343.16.1. *Gigantic hog rib as gift from fairies.* Irish myth: *Cross.
B871.1.2.1.1. Giant hog-rib (in otherworld).

F343.17. *Fairies give haymakers dinner each year until one of men keeps a fairy knife.* They give no more food even though the man returns the knife. (Cf. F353.) England: Baughman.

F343.18. *Fairies return hatchet head lost in river.* England: Baughman.

F343.19. *Fairies give mortals fairy bread.*

F343.19.1. *Fairy bread must be eaten same day it is given or it turns to toadstools.* Wales: Baughman.

F343.20. *Sack of coals as fairy gift.* India: Thompson-Balys.

F344. *Fairies heal mortals.* Irish myth: *Cross.
E481.4.1. Avalon. Happy otherworld where dead are healed. R33. Fairy physician abducted to heal wounded mortals.

F344.1. *Fairies remove hunchback's hump (or replace it).* *Type 503; BP III 324ff.; RTP I 129, 186, III 582, V 690, VIII 549, IX 285, X 124, XX 389, XXII 79, XXVII 490; Clouston Tales I 352; FL XIX 324ff. — Scotch: Macdougall and Calder 205ff.; Breton: Sébillot Incidents s.v. "bossu"; cf. Japanese: Mitford 191ff., Ikeda.
F557. Removable organs. F963.1. Hunchback cured by having hump severely beaten.

F344.2. *Fairy physician can heal anyone whose spine is not severed.* Irish myth: Cross.

F344.3. *Fairies give man white powder to cure mortals, replenish his supply whenever needed.* England: Baughman.

F345. *Fairies instructs mortals.* Irish myth: *Cross.
A511.3.2. Culture hero reared (educated) by extraordinary (supernatural) personages. A511.8. Culture hero reared by supernatural woman. F167. Youth tutored by Vulcan, smith of hell. F150.4. Hospitable host entertains (guides, advises) adventurer on way to otherworld. F371. Human beings reared in fairyland. N815. Fairy as helper.

F345.1. *Fairies teach mortal to walk under water.* Irish myth: *Cross.
D2126. Magic under-water journey.

F345.2. *Supernatural person (poet) reveals marital infidelity.* Irish myth: *Cross.

F346. *Fairy helps mortal with labor.* England, Scotland, Wales: *Baughman; Scotch: Macdougall and Calder 187; Lithuanian: Balys Index No. 3695; Cheremis: Sebeok-Nyerges; Italian: Basile Pentamerone IV No. 4; Africa (Gold Coast): Barker and Sinclair 181 No. 36.
D2183. Magic spinning. Usually performed by supernatural helper.

F346.0.1. *Fairy serves mortal.* Irish myth: Cross.
A181. God serves as menial on earth. F262.3. Fairy minstrel. F262.3.1. Fairy as harper. F451.5.1.7. Dwarfs serve mortals. F531.5.10. Giant as servant to man.

F346.1. *Fairies make shoes for shoemaker.* German: Grimm No. 39; BP I 364.

F346.2. *Fairies build house for mortal.* Hawaii: Beckwith Myth 508, 510.

F347. *Fairy adviser.* Irish myth: *Cross; Scotch: Macdougall and Calder 199, 223; Icelandic: *Boberg; French Canadian: Barbeau JAFL XXIX 14f.

F311.1. *Fairy godmother.* F312.2. *Fairies control destines of a mortal.* N687. *Hero unwittingly helps fee's sons: rewarded.* N810. *Supernatural helpers.*

F347.1. *Bonga made village headman and advice asked.* India: Thompson-Balys.

F348. *Tabus connected with fairy gifts.*

C6. *Tabu: contact with supernatural.* C100. *Sex tabu.*

F348.0.1. *Fairy gift disappears or is turned to something worthless when tabu is broken.* German: Grimm No. 182; Lithuanian: Balys Index No. *771.

C960. *Transformation for breaking tabu.* D475.1. *Transformation: objects to gold.* J2415. *Foolish imitation of lucky man.* N558. *Raised treasure turns into charcoal (shavings).*

F348.1. *Fairy gift not to be taken to earth.* Hartland Science 50.

F348.2. *Cup given by fairy not to be broken.* Bad luck will follow (Luck of Edenhall). Hartland Science 156f.; Gröning Am Urquell IV 101f., 208f.; Sprenger ibid. V 34, VI 41, *191 n. 1; Grimm Deutsche Sagen No. 547.

N131. *Acts performed for changing luck.*

F348.3. *Fairy gift not to leave possession of mortal's family.* Bad luck will follow. Hartland Science 56.

F348.4. *Gifts of gold and silver not to be accepted from fairies.* Scotch: Macdougall and Calder 277.

F348.5. *Mortal not to recognize fairy who gives him gift.* Hartland Science 57.

C311.1.2. *Tabu: looking at fairies.* F361.3. *Fairies take revenge on person who spies on them.* F451.5.1.6.1. *Dwarf's gifts cease when mortal betrays source.*

F348.5.1. *Mortal not to betray secret of fairies' gift.* Wales, England: *Baughman.

F348.5.1.1. *Mortal not to tell secret of gift of inexhaustible meat.* India: Thompson-Balys.

F348.5.2. *Mortal not to thank fairy for gifts.* England: *Baughman (F451.5.10.9).

F348.6. *Gifts of the fairies must never be measured or counted.* Lithuanian: Balys Index No. 3694.

F348.7. *Tabu: telling of fairy gifts; the gifts cease.* England, Wales: *Baughman.

F348.7.1. *Abuse of fairy gifts brings about their loss.* Wales: Baughman.

F348.8. *Tabu: mortal for whom fairy works must not watch him at work.* England, Scotland, Wales: *Baughman.

F348.9. *Gift barrel of ale which never runs dry goes dry when maid looks into bunghole.* England: Baughman.

F348.9.1. *Fairy gifts turn to paper when shown.* (Cf. F342.1, F348.0.1.) Wales: Baughman.

F349. *Gifts from fairies—miscellaneous.*

F349.1. *Fairy aids mortal in flight.* Irish myth: *Cross.

F349.2. *Fairy aids mortal in battle.* Irish myth: *Cross.
A172. Gods intervene in battle, A185.1. God helps mortal in battle, A536. Demigods fight as allies of mortals. A58L2. Culture hero returns and aids followers in battle.

F349.3. *Fairies exile devastating host.* Irish myth: Cross.

F349.4. *Fairy promises abundant crops, etc., to mortal.* Irish myth: *Cross.

F350. *Theft from fairies.*

F302.4.2. *Fairy comes into man's power when he steals her wings.*

F351. *Theft of money from fairies.* Irish myth: Cross; India: Thompson-Balys.

F351.1. *Theft of money from fairies by joining unperceived in their game of money-throwing.* Hartland Science 139; England: *Baughman.
K330. Means of hoodwinking the guardian or owner.

F351.2. *Theft of money from fairies by frightening them away from it.* Hartland Science 140.
K326.0.14. Men accidentally fall from tree and get treasure left by fleeing demons.

F352. *Theft of cup (drinking horn) from fairies.* Fb "guldhorn" I 513; Kristensen Danske Sagn I (1892) 206ff., (1928) 144ff.; Icelandic: Herrmann Saxo II 590, *Boberg; Finnish-Swedish: Wessman 65 No. 559.
F388.5. Magic object taken from barrow. F451.5.3.7. Dwarfs celebrate Christmas; their drinking horn raped by human.

F352.1. *Theft of cup (drinking horn) from fairies when they offer mortal drink.* Hartland Science 141—159 *passim*; Boberg Festskrift til Hammerich, 1952, 53—61. — England: *Baughman.
K330. Means of hoodwinking the guardian or owner.

F352.2. *Theft of vessel from water-deity.* India: Thompson-Balys.

F353. *Kettle borrowed from fairies and not returned.* (Cf. F343.17.) Hartland Science 244; England: *Baughman; India: Thompson-Balys.

F354. *Fairy's ornament snatched.* Irish myth: Cross.

F355. *King's crown stolen from fairyland.* Irish myth: Cross.

F356. *Fairy cattle (bull, cow) stolen.* Irish myth: *Cross.

F357. *Unsuccessful attempt to steal fairy necklace.* Irish myth: *Cross.

F358. *Money borrowed from the fairies and not returned on time.* England: *Baughman.

F359. *Theft from fairies—miscellaneous.*

F359.1. *Eggs stolen from fairies.* India: Thompson-Balys.

F359.2. *Theft of golden bird from fairies.* India: Thompson-Balys.
B102.1. Golden bird. Bird with golden feathers.

F360. *Malevolent or destructive fairies (= pixies).* Saintyves Perrault

83ff.; Irish: *Cross, O'Suilleabhairn 62, Beal XXI 324; Icelandic: Bo-berg; Papua: Ker 73.

C46. Tabu: offending fairy. F316. Fairy lays curse on child. F402.1.1. Spirit leads person astray.

F360.0.1. Malevolent or hostile beings in otherworld. Irish myth: *Cross.

F360.1. Fairies pursue unbaptized children. *Fb "udøbt" III 959b.

E412.2. Unbaptized person cannot rest in grave. E501.2.7. Unbaptized children in wild hunt. E501.5.4. Unbaptized children pursued in wild hunt. E613.0.2. Reincarnation of unbaptized child as bird. F251.3. Unbaptized children as fairies.

F361. Fairy's revenge. Irish myth: *Cross.

F362.3.3. Fairy avenges self on man who scorns her love. F362.3.3.1. Fairy avenges herself on inconstant lover (husband). K365. Magic horse lent by fairy in disguise brings about death of mortal. K1972. Fairy induces hero to dive into lake which makes person old. Q247. Punishment for desertion of fairy mistress.

F361.1. Fairy takes revenge for being slighted.

F361.1.1. Fairy takes revenge for not being invited to feast. *Type 410; BP I 434ff.; Missouri French: Carrière.

F316. Fairy lays curse on child. G269.4. Curse by disappointed witch.

F361.1.2. Fairy takes revenge for not being offered food (drink). Irish myth: Cross.

F361.1.2.1. Fairy takes revenge for mortal's failure to bring food and drink to fairy son's wedding. Cheremis: Sebeok-Nyerges.

F361.2. Fairy takes revenge for theft. Hartland Science 141, 143; Jacobs's list s.v. "Red Cap"; Scotch: Campbell Tales II 52.

F361.2.1. Fairy recovers stolen cup by posing as a beggar. Hartland Science 141.

F361.2.2. Fairies cause man to lose his senses after he steals flower while visiting them. Wales: Baughman.

F361.2.3. Fairies bind man fast to ground after he has attempted to capture fairy prince and princess. England: Baughman.

F361.2.4. Fairy gifts stop when man steals fairy knife. England: Baughman.

F361.3. Fairies take revenge on person who spies on them. Spy uses magic salve on one eye. Fairies tear out the eye. Hartland Science 66ff.; Jacob's list s.v. "Fairy salve". — Irish: Cross, E. Andrews Ulster Folklore (New York, 1919) 66f.; Welsh: Rhys Celtic Folklore I 63, 98f., 198, 213, 220—228, 241f., 292; English: FLJ II 154; Icelandic: Rittershaus 303; Färöe: Jiriczek Zs. f. Vksk. II 13 No. 14; Danish: Thiele DF II 202f.; German: Meyer Germanen 182; Lithuanian: Balys Index No. 3276f.; Legends Nos. 429, 431, 433, 438ff., 442, 444, 447; Finnish-Swedish: Wessman 47 No. 388; Swiss: Jegerlehner Oberwal-lis 308 No. 2; India: Thompson-Balys.

C311.1.2. Tabu: looking at fairies. D1323.5. Magic salve gives clairvoyance. F235.4.1. Fairies made visible through use of ointment. F348.5. Mortal not to recognize fairy who gives him gift.

F361.3.1. Fairies leave work unfinished when overseen. (Cf. F271.2.1, F271.5.) Irish myth: *Cross; England: Baughman.

F361.3.2. Fairies chase person who watches them dance. England: Baughman (F261.4.)

F361.4. Fairies take revenge on trespassers on ground they claim as theirs. *Fb "stald" III 534ab; Irish myth: *Cross; Scotch: Macdougall and Calder 191; Scotland, Ireland, U.S.: Baughman.

F361.5. Fairies punish girl who pours hot water into their spring. Finnish-Swedish: Wessman 47 No. 392.

F361.6. Fairies slay wooer (or his kin) of fairy maiden. Irish myth: Cross.
F360. Marriage or liaison with fairy.

F361.7. Fairies take revenge on mortals who hold their king captive. Irish myth: *Cross.

F361.8. Fairy takes revenge for slaying of his relatives. Irish myth: *Cross; Icelandic: Boberg.

F361.9. Fairies take revenge for being dishonored. Irish myth: Cross.

F361.10. Fairies take revenge for being teased. Lithuanian: Balys Index No. 3693.

F361.11. Fairies threaten watcher of sheep. Lithuanian: Balys Index No. 3696.

F361.12. Fairies take revenge on mortals who destroy their homes. Irish myth: *Cross; Cheremis: Sebeok-Nyerges.

F361.13. Fairies take revenge for cheating. England: Baughman.

F361.14. Fairy punishes servant girl who fails to leave food for him. England, Wales: *Baughman.

F361.15. Fairies punish mortals who refuse to eat fairy food given them. England, Ireland: *Baughman.

F361.16. Fairies punish person who needs punishing because of his treatment of other mortals. (Cf. F311.1.) England, Scotland: *Baughman.

F361.17. Other punishments by fairies.

F361.17.1. Fairies lame miller who throws sod into his kiln where fairies are cooking oatmeal; the oatmeal scalds them. England: *Baughman.

F361.17.2. Fairies take revenge on smith who disturbs them in the smithy when he returns after dark to get medicine. Ireland: Baughman.

F361.17.3. Fairies pinch plowboy who breaks their wooden oven as he plows. England: Baughman.

F361.17.4. Fairy breaks leg of servant girl who tells lies about him. Scotland: Baughman.

F361.17.5. Fairies bathe children in churn when housewife forgets to leave a supply of clear water for the fairies. Ireland: Baughman.

F361.17.6. Fairy kills dog that refuses to let fairy sleep in stack. Scotland: Baughman.

F361.17.7. Fairy kills man who refuses his hospitality. Man refuses to visit fairy after being invited. (Cf. F361.15.) England: Baughman.

F361.17.8. Fairies chase man who dares them to come chase him. He

barely gets home ahead of them; they drive iron javelin through iron-covered door. (Cf. C20.) England: *Baughman.

F361.17.9. *Fairy mistress strikes her disobedient human lover on the face and predicts death.* India: Thompson-Balys.

F362. Fairies cause disease. Kittredge Witchcraft 33, 147, cf. 218; Irish myth: *Cross; Norse: MacCulloch Eddic 225; Cheremis: Sebeok-Nyerges.

C941. Particular disease caused by breaking tabu. D1616. Charms against elishot. D2066. Elishot. S160.3. Fairies mutilate mortals.

F362.1. Fairies cause blindness. Hartland Science 66ff.; India: Thompson-Balys.

C943. Loss of sight for breaking tabu.

F362.2. Fairies cause insanity. *Fb "ellepige" I 242a, "ellefolk" I 241b, "sær" III 723b; Irish myth: *Cross; India: Thompson-Balys.

D2065. Magic insanity.

F362.3. Fairies cause weakness. Irish myth: *Cross.

C942.3. Weakness from seeing woman (fairy) naked. D1336. Magic object gives weakness. D1837.3. Magic weakness as result of fairy's curse. F402.1.6. Spirit causes weakness.

F362.4. *Fairy causes mutilation (injury).* Irish myth: *Cross.

F304.4.1. Fairy ravished by mortal strikes flesh from his ear.

F363. Fairies cause death. (Cf. F364.1.) Irish myth: *Cross.

F363.1. *Fairies, directed by druid, bring about death of king by causing fish-bone to stick in his throat.* Irish myth: *Cross.

F363.2. *Brownie (Redcap, Redcomb, Bloody Cap) murders travelers, catches their blood in his cap.* England: Baughman.

F363.3. *Sight of fairies fatal.* India: Thompson-Balys.

F363.4. *Fairy's look burns mortal to ashes.* India: Thompson-Balys.

F363.5. *Fairy calls her victim only once or twice.* India: Thompson-Balys.

F363.6. *Fairies tickle mortals to death.* Cheremis: Sebeok-Nyerges.

F364. *War between fairies and mortals.* Irish myth: *Cross.

F252.3. Fairy army.

F364.1. *Fairy warriors sit upon mortals and thus kill them.* Irish myth: *Cross.

F364.2. *Fairies wrestle with mortals.* Cheremis: Sebeok-Nyerges.

F364.3. *War between fairies and giants.* India: Thompson-Balys.

F531. Giant.

F365. *Fairies steal.* *Fb "ellefolk" I 241b, "stjæle" III 576a; Irish myth: *Cross; England, Scotland, Ireland: *Baughman.

F419.2. Thieving spirit. F451.5.2.2. Dwarfs steal from human beings.

F460.4.4.5. Mountain-folk steal from peasant.

F365.0.1. *Fairy steals on Hallowe'en.* Irish myth: Cross.

F365.1. *Fairies steal ass.* Breton: Sébillot Incidents s.v. "âne".

F365.2. *Fairies steal anchor.* Breton: Sébillot Incidents s.v. "ancre".

F365.3. Fairies occupy peasant's house. *Fb "hus" I 687a.

F365.4. Fairy (bonga) steals part of crop. India: Thompson-Balys.

F365.5. Fairies steal pieces as mortal plays draughts with fairy woman. Irish myth: Cross.

F365.6. Fairies steal cattle (pig). Irish myth: *Cross.

F365.7. Fairies steal cooking. Irish myth: *Cross.

F365.8. Fairies steal wool. Icelandic: *Boberg.

F366. Fairies abuse livestock.

F366.1. Fairies milk mortal's cows dry. *Kittredge Witchcraft 166, 484 n. 23; Fb "ko" II 240b; England: Baughman.
D2063.1. Cows magically made dry.

F366.1.1. Fairies milk mortal's mare. Hartland Science 130.

F366.1.2. Fairies admit calves to cows, depriving children of milk. Irish myth: *Cross.

F366.1.3. Fairies ride farmer's calves. England: *Baughman.

F366.2. Fairies ride mortal's horses at night. *Kittredge Witchcraft 219f., 526ff. nn. 65—77; Fb "marelok" II 553; England, U.S.: *Baughman; Estonian: Aarne FFC XXV 127 No. 60; Finnish: Aarne FFC XXXIII 44 No. 60.
F47L1.1.1. Alp rides horse sweaty at night. G265.3. Witch rides horses at night.

F366.2.1. Fairies plait manes and tails of horses. Canada, England: *Baughman.

F366.2.2. Fairy rides behind man on horse. Ireland: Baughman.

F366.3. Fairies in form of devastating animals kill flocks. Irish myth: Cross.
B16. Devastating animals.

F366.4. Fairies control prosperity. Irish myth: Cross.

F366.5. Fairy hangs on to carriage on road. (Cf. E272.1.) England: Baughman.

F367. Destructive fairy drink. Upon returning to earth mortal pours out drink which had been offered by fairies. It burns up whatever it touches. Hartland Science 144.

F368. Human beings as game in fairy hunt. India: Thompson-Balys.
F575.1. Wild animals kept as dogs.

F369. Malevolent fairies—miscellaneous.

F369.1. Fairies set fire to buildings. Irish myth: *Cross.
C938. Elves set country afire because of broken taboo.

F369.2. Fairies defile waters Irish myth: *Cross.

F369.3. Fairy kills mortal's hound (horses). Irish myth: Cross.

F369.4. Fairy tricks mortal. Irish myth: *Cross.
F369.4.1. Fairy incites mortals to war. Irish myth: *Cross.

F369.5. Fairies destroy crops. Irish myth: *Cross.
 M242.1. Mortal fosters fairy child to prevent destruction of crops.

F369.5.1. Fairies snip corn from stalks. Irish myth: *Cross.

F369.6. Fairy prevents butter coming. (Cf. D2084.2.) U.S.: Baughman.

F369.7. Fairies lead travelers astray. (Cf. E272.10, F401.3, F491.1.) Canada, England, Ireland, U.S., Wales: *Baughman.

F369.8. Elephants become lean from listening too much to fairy music; cannot graze. India: Thompson-Balys.

F370. Visit to fairyland. BP II 329. — Irish myth: *Cross; Danish: Feilberg DF V 55ff.; Norwegian: Solheim Register 18f.; India: *Thompson-Balys.
 D69.10. Transformation to lure hunters to certain place. Usually fairy-land. F361.3. Girl goes to fairyland and marries fairy. F302.1. Man goes to fairyland and marries fairy. F302.3.1. Fairy entices man into fairy-land. F329. Fairies carry people away to fairyland. F420.3.5. Water-spirits visited by mortal. H1286. Quests to fairyland. M398.2. Journey to otherworld foretold.

F371. Human being reared in fairyland. Irish myth: *Cross; Scotland: Baughman.
 A511.3.2. Culture hero reared by supernatural personages. F311. Fairies adopt human child. N815.1. Fairy nurse as helper. F345. Fairies instruct mortals.

F372. Fairies take human nurse to attend fairy child. Irish myth: *Cross; English: *Child I 358 No. 40; England, Scotland: Baughman; Breton: Sébillot Incidents s.v. "nourrice".

F372.1. Fairies take human midwife to attend fairy woman. (Cf. F333.) Hartland Science 37—92; Fb "jordemoder"; *BP I 367; Wentz Fairy Faith in Celtic Countries (London, 1911) 49f., 54, 131, 140, 175, 182; Tobler 76. — English: Child I 358ff. No. 40, II 505ff., III 505ff., IV 459a, V 215b, 290b; Scottish: J. G. Campbell Superstitions 147; England, Scotland, Ireland, U.S.: Baughman; Icelandic: Göngu Hrólfs saga 275ff.; Lappish: Qvigstad FFC LX 44 No. 41; Danish: Feilberg DF V 69ff.; Kristensen Danske Sagn I (1892) 330ff., (1928) 210ff.; Breton: Sébillot Incidents s.v. "sage-femme", "fées"; India: Thompson-Balys; Japanese: Ikeda.
 B81.6. Mermaid has human midwife. F451.4.2.1. Dwarfs have human woman as midwife. T584. Parturition.

F372.2. Fairies seek human godparent. *BP I 366; Hartland Science 170.

F372.2.1. Old man as godfather to underground folk. Finnish: Aarne FFC XXXIII 43 No. 56; Estonian: Aarne FFC XXV 126 No. 56.

F373. Mortal abandons world to live in fairyland. Irish myth: *Cross.
 F302.1. Man goes to fairyland and marries fairy. F302.3.1. Fairy entices man into fairyland. F322.2. Man rescues his wife from fairyland. F375. Mortals as captives in fairyland. H1385.0.1. Unspelling quest: journey to disenchant (free) captives.

F374. Longing in fairyland to visit home. Irish myth: *Cross; India: Thompson-Balys.
 D789.3. Disenchantment by sight of old home.

F375. Mortals as captives in fairyland. Irish myth: *Cross.
 F165.6.1. Otherworld as place of sorrowful captivity. F360. Malevolent or destructive fairies. F375. Mortal imprisoned in otherworld. R112.3. Rescue of prisoners from fairy stronghold.

F376. Mortal as servant in fairyland. *Hdwb. d. Märch. I 396 s.v. "Dienst bei elbischen Wesen"; Irish myth: *Cross; Danish: Feilberg DF V 84ff.; Lithuanian: Balys Legends No. 440.
B22.3. Youth takes service with merman. F182. Mortals held by magic in otherworld.

F376.1. Tailor works in fairyland. Lithuanian: Balys Legends No. 439, Balys Historical.

F377. Supernatural lapse of time in fairyland. Years seem days. *Hartland Science 161—195; Jacobs's list s.v. "Time flies"; *Child I 321 n.; *Burnham PMLA XXIII 394 n. 2; Fb "glemmme" IV 181a. — Irish myth: *Cross; England, Scotland, Ireland, Wales: Baughman; Lithuanian: Balys Legends No. 585; India: *Thompson-Balys; Japanese: Anesaki 265, Ikeda; Koryak: Jochelson JE VI 280; Eskimo (Greenland): Rink 157, (Cumberland Sound): Boas BAM XV 185, (Smith Sound): Kroeker JAFL XII 177.

D1960.1. Seven Sleepers (*Rip van Winkle*). Magic sleep extending over many years. D2003.1. Husband magically forgets wife. D2011. Years thought days. E175. Death thought sleep. F172. No time, no birth, no death in otherworld. F420.4.2. Water spirits have supernatural lapse of time.

F377.1. Supernatural lapse of time in paradise. Spanish Exempla: Keller.

F377.2. Year seems few hours in otherworld. Irish myth: Cross.

F378. Tabus connected with trip to fairyland. (Cf. F348.5, F361.3)
C214.1. Tabu: eating in fairyland. C423.3. Tabu: revealing experiences in otherworld. C542. Tabu: touching treasure of otherworld. C661. Girl from elfland must eat earthly food in order to remain. C710. Tabu connected with otherworld journeys.

F378.0.1. Mortal expelled from fairyland for breaking tabu. India: Thompson-Balys.

F378.1. Tabu: touching ground on return from fairyland. Hartland Science 164f.; Irish myth: *Cross; England: Baughman.
C521. Tabu: dismounting from horse. C524. Tabu: disembarking from boat. C927.2. Falling to ashes as punishment for breaking tabu. D789.3. Disenchantment by sight of old home. D1365.2. Drink causes magic forgetfulness. D1365.3. Food causes magic forgetfulness. D1896. Magic aging by contact with earth after otherworld journey.

F378.2. Tabu: bathing or touching water in lake in fairyland. India: Thompson-Balys.

F378.3. Mortal visiting in fairyland must keep his thought on the fairies. Cheremis: Sebek-Nyerges.

F378.4. Tabu: drinking from certain well in fairyland. Person does, finds himself alone on hillside. (Cf. C280.) Wales: *Baughman.

F378.5. Tabu: plucking flowers from bed tended by fairies. England: *Baughman.

F378.6. Tabu: using fairy bath water, soap, or ointment on oneself while bathing fairy child. (Cf. F235.4.) England: Baughman.

F379. Fairy visits: miscellaneous.

F379.1. Return from fairyland. Irish myth: *Cross.

F379.1.1. No return from fairyland. Irish myth: *Cross.

F379.2. Objects brought home from fairyland.

F379.2.1. Book (medical) brought back from otherworld. Irish myth: *Cross.

F962.13.3. Written scroll (letter) received from heaven.

F379.2.2. Tokens brought back by mortal returning from fairyland. Irish myth: *Cross.

F340. Gifts from fairies.

F379.3. Man lives with fairies seven years. Wales: Baughman.

F379.4. Saint visits king of fairies on invitation of fairy king. Saint sprinkles holy water on fairy king, finds himself alone on hill. Wales: Baughman.

F380. Defeating or ridding oneself of fairies. Irish myth: *Cross.

F321.2. Charms against theft of children by fairies. F405. Means of combating spirits.

F381. Getting rid of fairies.

F381.1. Fairy leaves when he is named. BP I 366; cf. Type 500.

C432.1. Guessing name of supernatural creature gives power over him.

F381.2. Fairy leaves when mortal strews peas in his path. BP I 365.

E436.1. Ghost detected by strewing ashes. Their footprints remain in the ashes. F405.6. Grain scattered as a means of dispersing spirits.

F381.2.1. Escape from pursuing fairies by strewing path with bananas. Africa (Ashanti): Rattray 55.

R321. Obstacle flight — *Atalanta* type.

F381.3. Fairy leaves when he is given clothes. BP I 364; England, Scotland, U.S.: Baughman.

F420.5.1.5. Water-spirits work as servants for mortal but disappear when compensation is offered. F451.5.10.9. Ausgelohnt. When dwarfs are paid in full for their work they cease helping mortals.

F381.4. Fairy escaped by learning and using his secrets. Finnish-Swedish: Wessman 56 No. 484.

F381.5. Fairy lured away from house by treasure which he claims. India: Thompson-Balys.

F381.6. Fairy leaves when druid utters spell that drowns her voice. Irish myth: *Cross.

F380.5. Fairy defeated by druid's magic. F394.1.1. Druid directs fairies.

F381.7. Fairies leave when people do their needs where they live. Icelandic: *Boberg.

F451.4.4.3. Dwarfs request that cow stable be moved because it is above their home.

F381.8. Spinning fairies lured away from the house by fire alarm. Lithuanian: Balys Index No. 3698.

F381.9. Fairies will not approach when dogs are present. Cheremis: Sebeok-Nyerges.

F381.10. Fairies leave when person watches them at work. (Cf. F348.10.)

F381.11. Fairy leaves when given impossible tasks to do. Scotland: Baughman.

F381.12. Fairies leave when ordered to fight each other. Scotland: Baughman.

F381.13. Fairies leave when thanked for their work. (Cf. F451.5.10.9.)

F382. Exorcising fairies. Fairies disappear when some name or cere-

mony of the Christian Church is used. Hartland Science 107, 127, 130, 138f., 166; Fb "Kristen" II 300, "døbe" I 227, "messevin" II 582, "trold" III 852a; Irish myth: *Cross; Icelandic: *Boberg; England: Baughman; Scotch: Campbell Tales II 74; Finnish-Swedish: Wessman 50 No. 416.

C1713.1. Tabu: merman's wife not to stay till church benediction. D1766. Magic results produced by religious ceremony. D1766.7.1. Evil spirits conjured away in name of deity. D2176.3. Evil spirit exorcised. F420.5.3.5. Nix flees from benediction in church. F460.4.5. Failure to bless mountains gives mountain-men power. G304.2.4.1. Trolls cannot endure churchbells.

F382.1. Fairies fear the cross. England, Scotland, Ireland, Wales, U.S.: Baughman; Cheremis: Sebeko-Nyerges.

F382.2. Holy water breaks fairy spell. (Cf. G303.16.7.) U.S., Wales: *Baughman.

F382.3. Use of God's name nullifies fairies' power. (Cf. D1766.7, G303.16.8.) Wales: Baughman.

F382.4. Opening Holy Bible in presence of fairies nullifies their spells. England: Baughman.

F382.5. Chanting song of St. Nicholas drives fairy away. U.S.: Baughman.

F382.6. Asking grace at fairy banquet causes fairies and banquet to disappear. (Cf. G271.2.3.) England, U.S.: *Baughman.

F383. Fairy rendered powerless.

F383.1. Fairy unable to pass cross-roads. Hartland Science 142. D1786. Magic power at cross-roads

F383.2. Fairy unable to cross running stream. Hartland Science 144; England, U.S.: Baughman.

F383.3. Fairy unable to cross plowed ground. *Fb "ellefolk" I 241b.

F383.4. Fairy must leave at cockcrow. Type 503; Hartland Science 145; Scotch: Macdougall and Calder 229.

C752.2.1. Tabu: supernatural creatures to be abroad after sunrise, E462. Ghost laid at cockcrow (dawn), F451.3.2.1. Dwarfs turn to stone at sunrise. G273.3. Witch powerless at cockcrow. G696. Ogres powerless after cockcrow.

F383.4.1. Fairy prince becomes mortal when surprised by daylight. India: Thompson-Balys.

F383.4.2. Fairies leave at rise of morning star. Cook Islands: Beckwith Myth 336.

F383.4.3. Sunlight fatal to fairies. Maori: Clark 98.

F383.5. Transformed fairy warriors disenchanted when attacked. Irish myth: *Cross.

D700. Person disenchanted. F234. Transformed fairy. F252.3. Fairy army.

F384. Magic objects powerful against fairies. England: Baughman; Irish: Beal XXI 324.

F384.1. Salt powerful against fairies.
D1039.2. Magic salt.

F384.1.1. Salt renders fairy mortal. Breton: Sébillot Incidents s.v. "sel".

F384.1.2. Salt sprinkled on fairy food renders it harmless. Hartland Science 128; Lithuanian: Balys Legends Nos. 523f.
 C211. Tabu: eating in fairyland. Z111.6.2. Salt in food given Death's messengers renders them harmless.

F384.2. Steel powerful against fairies. Fb "stål" III 647a; Wales, U.S.: Baughman.
 B82.5. Merman attacked by putting steel in the water. D1262.1. Magic steel.

F384.3. Iron powerful against fairies. Hartland Science 163f.; Penzer II 166; Irish myth: Cross, Baughman; Finnish-Swedish: Wessman 59 No. 504; Japanese: Ikeda.
 C531. Tabu: touching with iron.

F384.4. Wearing flowers on one's ears protects from fairies. India: Thompson-Balys.

F385. Means of averting fairy spells.

F385.1. Fairy spell averted by turning coat. This is supposed to reverse the spell. *Kittredge Witchcraft 215, 523 n. 21.
 D1783.1. Magic results of reversing a spell.

F386. Fairy punished.

F386.1. Fairy imprisoned in tree. (Cf. F386.5.) India: Thompson-Balys.

F386.1.1. Fairy harper enclosed in yew tree. Irish: MacCulloch Celtic 73.

F386.2. Fairy punished for marrying a mortal. India: Thompson-Balys.
 F300. Marriage or liaison with fairy.

F386.3. Troublesome bonga (fairy) pegged to ground and placed under stone. India: Thompson-Balys.

F386.4. Fairy transformed as punishment. India: *Thompson-Balys.

F386.5. Fairy imprisoned as punishment. (Cf. F386.1.) India: Thompson-Balys.

F387. Fairy captured. Irish myth: *Cross.
 D361.1. Swan Maiden. F262.3.1.2. Fairy harper in yew tree. F302.4. Man obtains power over fairy mistress.

F388. Fairies depart.

F388.1. Fairies depart to heaven. Hawaii: Beckwith Myth 333.

F388.2. Fairies depart to floating island. Hawaii: Beckwith Myth 330.
 F737. Wandering island.

F389. Fairies otherwise defeated.

F389.1. Fairies driven off with fire. *Fb "ellefolk" I 241b; India: Thompson-Balys.

F389.2. Abduction of Christianized fairy woman by fairies prevented by saint. Irish myth: *Cross.
 F320. Fairies carry people away to fairyland. R163. Maiden (woman) abducted by (transformed) fairy. R165. Rescue by saint. V331.8. Fairies converted to Christianity.

F389.3. Fairy wounded by mortal. Irish myth: *Cross.
 A261. Culture hero can be wounded. F259.1. Mortality of fairies.

F389.4. *Fairy killed by mortal*. Irish myth: *Cross.
F259.1. Mortality of fairies.

F389.5. *Fairy defeated by druid's magic*. Irish myth: *Cross.
D1711.4. Druid as magician. D1719.1. Contest between druid and fairy personage. F381.6. Fairy leaves when druid utters spell that drowns her voice. F394.1.1. Druid directs fairies. F427. Druid.

F390. Fairies—miscellaneous motifs.
D1731.2.1. Fairy seen in dream. H1594.1. Foot-race between fairy and mortal. N75. Race with fairies leads to adventures. V1.16. Worship of fairies.

F391. *Fairies borrow from mortals*. *Fb "ellefolk" I 241b.
F460.4.5. Mountain-men borrow from peasant.

F391.1. *Animals borrowed by fairies*. Breton: Sébillot Incidents s.v. "animaux".

F391.1.1. *Ox lent fairies must not be worked after sunset*. Breton: Sébillot Incidents s.v. "boeuf".

F391.2. *Fairies borrow food from mortals*. Scotland, Canada, U.S.: Baughman.

F391.3. *Fairies borrow tools to make coffin*. Ireland: Baughman.

F392. *Fairy transforms self to fly, allows self to be swallowed by woman and reborn as fairy*. Malone PMLA XLIII 417.
A1411.2. Theft of light by being swallowed and reburn. D185. Transformation: man to fly. D646.2. Transformation to child or pet to be adopted. E607.2. Person transforms self, is swallowed and reborn in new form. F401.3.4. Spirit as fly going into bottle. K952.2. Animal (monster) killed from within.

F393. *Fairy visits among mortals*. Irish myth: *Cross.
F259.1.3. Fairy dies of longing for fairyland. F349.2. Fairy aids mortal in battle. M242.1. Mortal fosters fairy child to prevent destruction of crops.

F393.0.1. *Fairy dissatisfied with fairyland leaves to live among mortals*. Irish myth: *Cross.

F393.1. *Fairy minstrel lives among mortals to learn of their heroic deeds*. (Cf. F262.3.) Irish myth: Cross.

F393.2. *Fairy appears to mortal each Hallowe'en*. Irish myth: Cross.

F393.3. *Impoverished fairy seeks fortune among mortals*. Irish myth: Cross.

F393.4. *Otherworld woman appears to mortal in sleep*. Irish myth: *Cross.

F394. *Mortals help fairies*.

F394.1. *Mortal advises fairy*. Irish myth: Cross.
V331.8. Fairies converted to Christianity.

F394.1.1. *Druid directs fairies*. Irish myth: *Cross.
F389.5. Fairies defeated by druid's magic.

F394.2. *Mortals aid fairies in war*. Irish myth: *Cross.
A172. Gods intervene in battle. A536. Demigods fight as allies of mortals. F252.3. Fairy army. F343.11. Fairy offers man change of form and feature for aid in battle.

F395. *Fairy has power to prevent mortal's approach*. Irish myth: Cross.

F396. Mortals place selves under protection of fairies. Irish myth: Cross.

F397. Fairy woman exhibits her figure to warriors. Is most beautiful of women. Irish myth: Cross.
C942.3. Weakness from seeing woman (fairy) naked.

F398. Hair burned to summon fairies. India: Thompson-Balys.
F301.1. Summoning fairy lover. F404. Means of summoning spirits.

F399. Other fairy motifs.
A972.2. Indentions on rocks from footprints of fairies. D2088.1. Fairy gains entrance to locked city. E501.5.2. Fairies pursued in wild hunt. Q172.0.1. Fairy minstrel asks admission to heaven as reward for playing to saint.

F399.1. Fairies bear dead warrior to fairyland. Irish myth: *Cross.
E401.4.1. Avalon. Happy otherworld where dead are healed.

F399.2. Fairies protect selves by means of smoke. Irish myth: Cross.

F399.3. Fairies hate clerics. Irish myth: *Cross.

F399.4. Playful or troublesome fairies. England: *Baughman.

F399.4.1. Fairies sport with mortal. India: Thompson-Balys.

F400—F499. Spirits and demons.

F400. Spirits and demons (general). *Encyc. Rel. Ethics s.v. "Demons and Spirits"; Roscher s.v. "Daimon" I 938; Pauly-Wissowa s.v. "Daimon" IV 2010; Wehrhan Die Sage 59f.; *Runeberg Witches, Demons and Fury Magic (Helsinki, 1947); *Hdwb. d. Abergl. s.v. "Dämonen". — Irish myth: *Cross; Dutch: "Sinninghe FFC CXXXII 52ff.; Livonian: Loorits FFC LXVI 37ff. Nos. 1—39; Slovenian: "L. Kretzenbacher Germanische Mythen in der epischen Volksdichtung der Slowenen (Graz, 1941); Jewish: bin Gorion Born Judas I 316, IV passim, Neuman; Chinese: Werner 402; Africa (Yoruba): Ellis 244.
D1812.5.1.17. Spectre as evil omen. E421. Spectral ghosts. G302. Demons. G368.2. Genie in form of smoke, taking shape with three wings, one on back. H1423. Fear test: fighting with spirits. M301.11. Spirit as prophet. V236. Fallen angels become fairies (dwarfs, trolls).

F400.1. Geniti (geilti) glinne, bádnáig, bocánaig, and other supernatural beings associated with confusion or strife. Irish myth: *Cross.
A485.1. Goddess of war.

F401. Appearance of spirits.

F401.1. Spirits dressed in antique clothes. Swiss: Jegerlehner Oberwallis 309 No. 19. See Irving's Rip Van Winkle.
E501.8.4. Wild huntsmen dressed in ancient costume.

F401.2. Luminous spirits. Swiss: Jegerlehner Oberwallis 306 No. 13.
E421.3. Luminous ghosts. E501.7.6. Wild huntsmen luminous. G222.1. Luminous witch-boat.

F401.3. Spirit in animal form. West Indies: Flowers 433.
B91.1. Naga. Serpent demon. D100. Transformation: man to animal. E423. Revenant in animal form. E501.4. Animals follow wild huntsman. E520. Animal ghosts. F403.2.3.1. Spirit in hornet form guards treasure.

F401.3.0.1. Demons on animal feet. Swiss: Jegerlehner Oberwallis 307 No. 33.

F401.3.1. *Spirit in form of horse.* Demon horse. *Howey 35ff.

F401.3.2. *Ox demon.* Chinese: Werner 362.

F401.3.3. *Spirit as black dog.* Swiss: Jegerlehner Oberwallis 310 No. 25.

F401.3.3.1. *Waumpaus: monster with huge dog tracks.* North Carolina: Brown Collection I 687.

F401.3.4. *Spirit as fly going into bottle.* Fb "lille" II 428.
 D66.2.2. Devil (troll) makes self small. D185. Transformation: man to fly. D217.1. Demon enclosed in bottle. F362. Fairy transforms self to fly, allows herself to be swallowed by woman and reborn as fairy. K952.2. Animal (monster) killed from within.

F401.3.4.1. *Demon in form of wasp.* Irish myth: Cross.
 F049.1.1. Ground opens and swallows demonic wasps.

F401.3.4.2. *Spirit in ant form.* Eskimo (Greenland): Rasmussen III 75.

F401.3.5. *Spirits with goose (chicken) feet.* Hdwb. d. Aberg. III 225.
 E422.1.6. Revenant with chicken feet. F231.2.1. Fairies with bird feet. F451.2.2.2. Dwarf with bird feet. G216.1. Witch with goose feet.

F401.3.6. *Demon in form of hare.* Irish myth: Cross.
 F234.1.12. Fairy in form of hare. G211.2.7. Witch in form of hare.

F401.3.7. *Spirit in form of a bird.*

F401.3.7.1. *Demon in form of crow.* Irish myth: Cross.

F401.3.7.2. *Demons in form of black birds.* Irish myth: *Cross.

F401.3.8. *Spirits in form of snake.* Mono-Alu: Wheeler 15, 54.

F401.4. *Spirits without heads (or with heads under arms).* *Grunwald Hessische Blätter I. Vksk. XXX—XXXI 317 (cf. F511.0.1., F531.2.1.); Irish myth: *Cross.

F401.4.1. *Spirit has half head.* Irish myth: *Cross.

F401.5. *Spirits appear horrible.* Irish myth: *Cross.

F401.5.1. *Spirit in form of horrible head.* Irish myth: Cross.

F401.6. *Spirit in human form.* Irish myth: *Cross.

F401.7. *Fire-breathing spirit.* Irish myth: Cross.

F401.8. *Gigantic spirit.* Irish myth: *Cross.

F401.9. *Spirit with feet turned wrong way.* (Cf. F451.2.2.1.) India: Thompson-Balys.

F402. *Evil spirits.* Demons. See whole chapter "G" for witches and ogres. — Greek: Grote I 66.
 D1409.2. Magic roll of cloth pacifies demon. E121.8. Resuscitation by demon. G303. The devil.

F402.1. *Deeds of evil spirits.*
 D683.5. Transformation by evil spirits. D2065.1. Madness from demonic possession. F981.2. Bull melts away after evil spirit has issued from him. M411.7. Curse by spirit.

F402.1.1. *Spirit leads person astray.* *Kittredge Witchcraft 215, 523 nn. 19, 20. — Swiss: Jegerlehner Oberwallis 313 No. 83; India: Thompson-Balys.
 F491.1. Will-o'-the-wisp leads people astray. K1886.2. Mists which lead astray.

F402.1.2. *Spirit blocks person's road.* Irish myth: *Cross, O'Suilleabhan 99, Beal XXI 331; Swiss: Jegerlehner Oberwallis 298 No. 12.

F402.1.3. *Spirits tangle up peasant's cows.* Swiss: Jegerlehner Oberwallis 323 No. 121.

F402.1.4. *Demons assume human forms in order to deceive.* Kittredge Witchcraft 223f., 530 nn. 98—101. — Irish myth: Cross; India: Thompson-Balys; Mono-Alu: Wheeler 4, 6f., 18f., 32, 39, 41f., 46, 49, 51f., 60f., 61, 188.

F234.2. *Fairy in form of person.* K1810. Deception by disguise.

F402.1.4.1. *Demon takes on form of God to deceive faithful.* India: Thompson-Balys; Chinese: Graham.

F402.1.5. *Demon causes disease.* Irish myth: *Cross.
G303.9.8.1. Devil inflames saint's injured eye.

F402.1.5.1. *Demons seek to carry off king's soul.* Irish myth: *Cross.

F402.1.6. *Spirit causes weakness.* Irish myth: *Cross.
D1336. Magic object gives weakness. D1837. Magic weakness. F362.3. Fairies cause weakness.

F402.1.7. *Demon of gluttony devours man's food in his throat.* Irish myth: Cross.

F408. Habitation of spirit. F496. Demon of gluttony.

F402.1.8. *Spirits put corpse into river.* Irish myth: Cross.

F402.1.9. *Spirit delivers false message.* Irish myth: Cross.

F402.1.10. *Spirit pursues person.* Irish myth: Cross.

F402.1.11. *Spirit causes death.*

F402.1.11.1. *Spirit (devil) sent by druids cause death of Christian king.*
Irish myth: Cross.
V350. Conflicts between religions.

F402.1.11.2. *Evil spirit kills and eats person.* Eskimo (Greenland): Holm 88.

F402.1.11.3. *Evil spirit harpoons sleepers.* Eskimo (Greenland): Rasmussen III 68.

F402.1.11.4. *Evil spirit's kiss fatal.* Korean: Zong in-Sob 18.

F402.1.12. *Spirit fights against person.* Irish myth: *Cross.

F402.1.13. *Ship held back by otherworld women.* Irish myth: Cross.

F402.1.14. *Spirit and horses.* French Canadian: Sister Marie Ursule.
B733. Animals are spirit-sighted. E421.1.2. Ghosts visible to horses alone.

F402.1.15. *Demon suitors of girl.* India: Thompson-Balys.
T50. Wooing.

F402.1.15.1. *Demon seduces princess as she bathes at seashore.* India:
Thompson-Balys.
K1335. Seduction (or wooing) by stealing clothes of bathing girl.

F402.2. *Government of demons.*
P300. Government.

F402.2.1. *King of demons (Asmodeus)*. Jewish: *Ginzberg Jewish Encyclopaedia s.v. "Asmodeus", bin Gorion Born Judas I 230, *Neuman; India: Thompson-Balys.

F402.2.2. *Queen of demons*. Jewish: Neuman, bin Gorion Born Judas II 177, 351.

F402.2.3. *Child of demon king marries mortal*. Jewish: bin Gorion Born Judas I 234ff., 243ff., 249, 376f.
T111. Marriage of mortal and supernatural being.

F402.3. *City of demons*. Jewish: bin Gorion Born Judas I 229.

F402.4. *Demons eat ravenously*. Irish myth: *Cross.

F402.5. *Creation of demons*.

F402.5.1. *Demon formed from charmed apples*. Irish myth: Cross.
D981.1. Magic apple.

F402.6. *Dwelling of demons*.

F402.6.1. *Demon lives in tree*, India: Thompson-Balys.

F402.6.1.1. *Demon lives at root of tree*. Cook Island: Beckwith Myth 252.

F402.6.2. *Demons live in waste mound*. India: Thompson-Balys.

F402.6.3. *Demons live in well*. India: Thompson-Balys.

F402.6.4. *Demons live in white cliff with hole in it*. (Cf. F460) India: Thompson-Balys.

F402.6.4.1. *Spirits live in caves*. Mono-Alu: Wheeler 6f, 18f, 32, 34, 39, 41f., 46, 49, 51f, 60f, 188.

F402.7. *Family of demons*. India: Thompson-Balys.

F403. *Good spirits*. Greek: Grote I 66.
G225. Witch's familiar spirit.

F403.1. *Spirits give money to mortal*. Swiss: Jegerlehner Oberwallis 319 No. 24.
E373.1. Money received from ghosts as reward for bravery. F342. Fairies give mortals money. F451.5.1.4. Dwarf's gold.

F403.2. *Spirits help mortal*. Familiar spirits. **Feilberg Nissens Historie; *Polivka Zs. f. Vksk. XXV 226 n. 8, XXVIII 41 n. 2; Dickson 121 n. 64, 213 n. 143; Kittredge Witchcraft 613 s.v. "familiars". — Irish myth: Cross; Jewish: Neuman; India: *Thompson-Balys; Eskimo (Greenland): Rasmussen III 97, 287, (Labrador): Hawkes GScan XIV 91; West Indies: Flowers 433.
B11.6.2. Dragon guards treasure. D1421.1. Magic object summons genie. D2074.2.4. Genie called by writing his name on papers and burning them. F462. Brownie (misse). N810. Supernatural helpers. N813. Helpful genie.

F403.2.1. *Acquisition of familiar spirit*.

F403.2.1.1. *Familiar spirit acquired by carrying egg under left arm-pit*. *Polivka Zs. f. Vksk. XXVIII 41ff.

F403.2.2. *Form of familiar spirit*.

F403.2.2.1. *Familiar spirit in animal form*. *Kittredge Witchcraft 613 s.v. "familiars"; Tobler 37; Eskimo (Mackenzie Area): Jenness 61.

F403.2.2.2. *Angels as familiar spirits*. Act as servants about the house of

saints and serve them otherwise. Irish: Plummer cixxi, *Cross; Icelandic: Boberg.

V230. Angels. V232. Angel as helper. V238. Guardian angel. V246. Angel counsels mortal.

F403.2.2.3. *Familiar spirit equivalent to man's soul.* Finnish: Holmberg Finno-Ugric 10f.
E700. The soul.

F403.2.2.4. *Spirit in bottle (bag) as helper.* Norlind Skattsägner 47ff.
D2177.1. Demon enclosed in bottle. R181. Demon enclosed in bottle released.

F403.2.2.5. *Demon as familiar spirit.* Irish myth: *Cross.

F403.2.2.6. *Spirit as small black man.* German: Grimm No. 116.

F403.2.3. *Deeds of familiar spirits.*

F403.2.3.1. *Spirit in hornet form guards a treasure.* Tobler 37.

F403.2.3.2. *Spirit gives warning.* Swiss: Jegerlehner Oberwallis 310 No. 22; Eskimo (Greenland): Rasmussen I 225, Rink 120.
D1812. Magic power of prophecy.

F403.2.3.3. *Spirits teach boy how to sing.* Swiss: Jegerlehner Oberwallis 310 No. 26.
D1731.1. Song learned in dream.

F403.2.3.4. *Familiar spirit brings news with magic speed.* Kittredge Witchcraft 216f., 524 n. 36.
D2122. Journey with magic speed.

F403.2.3.5. *Familiar spirit reveals infidelity of man's wife.* Irish myth: Cross.
T481. Adultery.

F403.2.3.6. *Spirit gives counsel.* Irish myth: Cross.

F403.2.3.7. *Army of spirits and ghosts.* India: Thompson-Balys.
F262.3. Fairy army.

F404. *Means of summoning spirits.*

D1421.1. Magic object summons genie. D2074.2. Genie called by writing his name on papers and burning them. E392. Ghost summoned by pouring blood of sacrifices into trench. F398. Hair burned to summon fairies.

F404.1. *Spirit must speak as soon as addressed.* Swiss: Jegerlehner Oberwallis 323 No. 125.
F255. Peculiar limitations of fairies.

F404.2. *Conjuring spirits.* Swiss: Jegerlehner Oberwallis 301 No. 22, 304 No. 24, 313 No. 98, 319 No. 31; Eskimo (Greenland): Rasmussen I 78.

F405. *Means of combating spirits.*

B785. Animal wards off spirits. D1385. Magic object protects from evil spirits. D1386.2. Magic herb keeps off demon lover. D2176.3. Evil spirit exorcised. F380. Defeating or ridding oneself of fairies. F949.1. Ground opens and swallows demonic wasps.

F405.1. *Priest bans spirit with sword.* (Cf. D1081.) Swiss: Jegerlehner Oberwallis 309 No. 17.

F405.2. *Spirits driven off by knife-thrusts and pistol shots.* Swiss: Jegerlehner Oberwallis 313 No. 97.
E439.1. Revenant forced away by shooting.

F405.3. Spirits deceived by drum-beats and hoodwinkings. Chinese: Werner 163.
K1876. Illusions.

F405.4. Spirit (demon) baffled by scolding and getting last word. English: Child I 20—22, 485a, II 496b, 509a, III 496a, IV 440a.

F405.5. Cat, dog, and mouse ward off evil spirit. Man takes these animals along with him as protection. Swiss: Jegerlehner Oberwallis 297 No. 28.

F405.5.1. Dogs protect house from spirits. Eskimo (Greenland): Rasmussen III 61.

F405.6. Grain scattered as a means of dispersing spirits. Swiss: Jegerlehner Oberwallis 329 No. 50.
E436.1. Ghost detected by strewing ashes. Their footprints remain in the ashes. F381.2. Fairy leaves when mortal strews peas in his path.

F405.7. Spirit leaves when report is made of the death of one of his kind. *Taylor Washington University Studies X (Humanistic Series) 23—60; **Boberg Sagnet om den Store Pans Død (København, 1934). — Finnish-Swedish: Wessman 45 No. 374; Scandinavian: Hartmann Die Trollvorstellungen (Stuttgart, 1936) 73; Dutch: Sinninhe FFC CXXXII 58 No. 101.
B342. Cat leaves house when report is made of death of one of his companions. F442.1. Mysterious voice announces death of Pan.

F405.7.1. "Tell to mill-mouse that the field-mouse is dead." India: Thompson-Balys.

F405.8. Spirits leave when report is made of fire at their home. Denied readmittance. *Taylor Washington University Studies X (Humanistic Series) 77—79 n. 181.

F405.9. Spirit overcome by driving stake through body it inhabits. Irish myth: *Cross.
D712.10. Disenchantment by driving stake through body. E442. Ghost laid by piercing grave with stake.

F405.10. Demons flee stone (when saint steps upon it). Irish myth: *Cross.

F405.11. House spirit leaves when gift of clothing is left for it. (Cf. F348.11.) England: *Baughman.

F405.12. Demons flee from fire. Chinese: Graham.

F405.13. Man captures spirit by hiding his stick and leg-wrappers of copper. When spirit gets them back by trickery he disappears. India: Thompson-Balys.

F405.14. Evil spirit laid after it is tormented by exorciser. India: Thompson-Balys.

F406. Spirits propitiated.

F406.1. Doors left open to let night creatures pass to and fro. *Zingerle Sagen aus Tirol² 590.
E501.14.6. Wild hunt goes through houses when front and back doors are on a line.

F406.2. Food left out for spirits at night. *Fb "offre" II 735a.
E541.1. Food placed out for returning souls of dead.

F406.3. Spirits allow people with faces with ground to pass. Irish myth: Cross.

F406.4. Demon of gluttony coaxed from man's throat with bits of food. Irish myth: Cross.

F406. Demon of gluttony.

F407. Departure of spirits.

F407.1. Spirit vanishes in smoke. *Kittredge Witchcraft 215f., 524 n. 26. E743.1. Soul as smoke.

F407.1.1. Spirits ascend to heaven by building fire. New Hebrides: Codrington 379.

F407.2. Spirit fades into air. Irish myth: Cross.

F408. Habitation of spirit.

E121.6.1. Resuscitation by demon's entering corpse. F402.1.7. Demon of gluttony devours man's food in his throat. G303.8. Devil's expulsion from heaven and his present haunts.

F408.1. Demon occupies (speaks from) lance (sword). Irish myth: *Cross.

F408.2. Spirit in heart of man (fairy). Irish myth: Cross.

F411. How spirits travel.

F411.0.1. Spirit travels with extraordinary speed. Irish myth: Gross. D2122. Journey with magic speed.

F411.1. Demon travels in whirlwind. *Taylor FFC LXX 24 n. 1; Estonian: Loorits Grundzüge I 190—197.

D1520.28. Magic transportation in whirlwind. D2121.8. Magic journey by throwing knife into whirlwind. F455.3.4. Troll rides in whirlwind.

F411.2. Spirit floats in air. (Cf. F418.) Irish myth: *Cross.

F411.3. Demon ship sails against the wind. Irish myth: Cross.

F412. Visibility of spirits.

D1981. Certain persons invisible. E421.1. Invisible ghosts. E482. Land of shades. Everything is done by unseen people. E501.9. Wild huntsmen invisible. F420.1.5.1. Invisible waterspirit. Claps hand and speaks. TI18.1. Monster husband invisible.

F412.1. Invisible spirit speaks. Tobler 93.

F412.1.1. Spirits visible to only one person. Eskimo (Greenland): Rasmussen III 172.

B733. Animals are spirit-sighted. D1825.3. Magic power to see invisible creatures. E421.1.2. Ghost visible to horses alone. F235.3. Fairies visible to one person alone.

F412.2. Spirit made visible by standing on another's foot. Irish: Beal XXI 336; Swiss: Jegerlehner Oberwallis 297 No. 1, 298 No. 7.

D1821.1. Magic sight by treading on another's foot. F235.5.1. Fairies made visible by standing on another's foot.

F413. Origin of spirits. India: *Thompson-Balys.

F414. Spirit carries people.

F414.1. Lover transported to girl's apartments in fortress by spirit. India: Thompson-Balys.

K1346. Hero flies to maiden's room.

F414.2. *Spirit transports miser to treasure-wood.* India: Thompson-Balys.

F415. *Demon occupies oracular artificial head and gives responses to questions.* Dickson 193 n. 75, 201 n. 95.
D1311.7.1. Oracular artificial head. K1971. Man behind statue (tree) speaks and pretends to be God (spirit).

F416. *Spirits set fire to mill.* Meet on Christmas (Easter) night. Cease to meet after mortal spies upon them. Finnish-Swedish: Wessman 46 No. 379.

F416.1. *Spirits keep mill from working.* Cheremis: Sebeok-Nyerges.

F417. *Spirits receive their share of everything made at certain specified times.* Finnish-Swedish: Wessman 46 No. 380.

F417.1. *Spirits borrow from mortals at weddings, return goods later.* India: Thompson-Balys.
T150. Happenings at weddings.

F418. *Spirits (demons) hover in air shrieking over battle.* (Cf. F411.2.) Irish myth: *Cross.

F418.1. *Spirits answer war cry.* Irish myth: *Cross.

F419. *Spirits and demons—miscellaneous.*

F419.1. *Demons hold horse-race.* Irish myth: Cross.

F419.2. *Thieving spirit.* India: Thompson-Balys.
F365. Fairies steal.

F419.3. *Special spirit for each species of animal to act as its protector.* S.A. Indian (Cavîñâ, Tumupasa): Métraux RBAE CXLIII (3) 448.

F420. *Water-spirits.*¹ *Wehrhan Die Sage 74; *Meyer 101ff.; W. Gregor Guardian Spirits of Wells and Locks (FL III 67—73); Roberts 121; Irish myth: *Cross; Norse: MacCulloch Eddic 210; Danish: Kristensen Danske Sagn II (1893) 142ff., (1928) 100ff., FochF XI 37; Lappish: Qvigstad FFC LX 45f. Nos. 55—65; Finnish: *Holmberg Finno-Ugric 191ff.; Finnish-Swedish: *Wessman 52ff.; Swedish: Hartmann 27; Dutch: Sinnighe FFC CXXII 52; Livonian: Loorits FFC LXVI 40ff. Nos. 23—32; Slavic: Máchal 270ff.; Jewish: Neuman; Persian: Carnoy 298; India: Thompson-Balys; S. A. Indian (Warrau): Kirchoff RBAE CXLIII (3) 880, (Toba): Métraux MAFLS XL 50. See also F200—F399 (fairies and elves), F451 (dwarfs) and F480 (mountain-spirits) for many common motifs.

A420. God of water. A425. River-god. B53. Siren. B81. Mermaid. B82. Merman. C41. Tabu: offending water-spirits. D139. Transformation: man to water beast. D1311.11.1. River says, "The time has come but not the man." D1421.2.1. Magic arrow summons water-spirit. E653.1. Reincarnation: man as water spirit. F420.4.9. Water-spirit controls water-supply. G308. Sea monster. N815.0.2. Helpful water-spirit.

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F420.1. *Form and appearance of water-spirits.* See F420.5.2.7. Icelandic: MacCulloch Eddic 280—81.

F420.1.1. *Water-spirit as man.* Takelau (New Zealand): Beckwith Myth 150.

F420.1.1.1. *Water-spirit appears as handsome man.* German: Ebermann Elbsagen 93 (No. 55); French: Sébillot France II 409; Finnish-Swedish: Wessman 57 No. 487.

F420.1.1.2. *Water-spirit appears as black man.* German: Knoop 89 (No. 145), Sommert 108.

F420.1.1.3. *Water-spirit as small gray man.* Has green eyes and gray hair. Tobler 99.

F420.1.1.4. *Water-spirit as man clothed in white and accompanied by a dozen attendants.* Chinese: Werner 182.

F420.1.1.5. *Water-spirits have one eye.* Cheremis: Sebeok-Nyerges.

F420.1.2. *Water-spirit as woman (water-nymph, water-nix).* (Cf. F423.1.) *Type 316; *BP III 322; *Fb "nokke" II 725ab. — England, Ireland, Wales: Baughman, Ireland: Beal VII 11; Norse: MacCulloch Eddic 261; Finnish-Swedish: Wessman 55 Nos. 468—469; Finnish: Aarne FFC XXXIII 44 No. 58; Germanic: Meyer Germanen 199ff., 202ff., De la Saussaye 323; Slavic: Máchal 254f., 271f.; Estonian: Aarne FFC XXV 126 No. 58; Livonian: Loorits FFC LXVI 42 No. 30; Armenian: Ananikian 84; Japanese: Ikeda.

F420.1.2.1. *Water-maidens are of unusual beauty.* German: Ebermann Elbsagen 115 (No. 66), Meier I 67 (No. 1); French: Sébillot France II 196, 345; Icelandic: Boberg.

F420.1.2.2. *Water-maidens mute.* *Krappe Bulletin Hispanique XXXV 107ff.

F420.1.3. *Water-spirits in animal form.* Finnish-Swedish: Wessman 53 No. 445; Icelandic: Boberg.
BT0. Fish-beast. F234.1. Fairy in form of an animal.

F420.1.3.1. *Water-spirit as toad.* German: Künzig Schwarzwald. 170, Kühnau 38 (No. 55).

F420.1.3.2. Water-spirit as fish. Tobler 97; Icelandic: Boberg; German: Henne-Am Rhyn 113 (No. 216), Ebermann Elbsagen 74 (No. 39); French: Sébillot France II 196.

F420.1.3.2.1. Water-spirit as one-eyed fish. (Cf. F420.1.1.5.) Dutch: Singinghe FFC CXXXII 53.

F420.1.3.3. Water-spirit as horse. England, Scotland, Ireland: Baughman; Icelandic: Boberg; Danish: Kristensen Danske Sagn (1893) 163ff., (1928) 112ff.; Norwegian: Solheim Register 17; Swedish: Hartmann 27; German: Künzig Badische 31 (No. 87), Karstens Sagen 79.

F420.1.3.4. Water-spirit as bull. England: Baughman; German: Weichert II 176 (No. 166), Pfeil 292; Icelandic: Boberg.

F420.1.3.5. Water-spirit as stork. German: Lohre 48 (No. 81).

F420.1.3.6. Water-spirit as cat. Tobler 97.

F420.1.3.7. Water-spirit as goat. Tobler 97; French: Sébillot France II 347ff.

F420.1.3.8. Water-spirit as mouse. Tobler 97.

F420.1.3.9. Water-spirit as snake. Tobler 97; India: Thompson-Balys.

F420.1.3.10. Water-spirit as frog. Tobler 97.

F420.1.3.11. Water-spirit as ape-like creature. Tobler 97.

F420.1.3.12. Water-spirit as otter. Icelandic: *Boberg.

F420.1.4. Water-spirits in abnormal form.

F420.1.4.1. Body of water-spirit is half human and half fish or snake. Icelandic: *Boberg; German: Künzig Schwarzwald 168, Henninger 72.

F420.1.4.2. Water-spirits have body covered with fish scales. German: Mackensen Niedersächs 56 (No. 74), Ebermann Donausagen 113 (No. 70).

F420.1.4.3. Water-spirits as dwarfs. (Cf. F451.) Austrian: Calliano I 141; German: Henninger 74; French: Sébillot France II 202, 347, 417.

F420.1.4.4. Water-spirits have hunchback. (Cf. F451.2.1.4.) German: Plöckinger 87, Ebermann Donausagen 139 (No. 85); French: Sébillot France II 202.

F420.1.4.5. Water-spirits with human body and webbed feet and hands. Tobler 98; German: Henne-Am Rhyn 113, Pröhle Deutsche Sagen 153 (No. 119); French: Sébillot France II 403.
F231.2. Fairy's feet.

F420.1.4.6. Water-spirits with horse feet. German: Handrick 21, Janosch 6.

F420.1.4.7. Water-spirits with green hair and beard. England, Wales: Baughman; German: Bindewald 95, Siess 1.

F420.1.4.8. Water-spirits with green teeth. England: Baughman; German: Schöppner I 219—223, Schultze-Gallara 23; French: Sébillot France II 343 (green eyes).

F420.1.4.9. Water-giants. Icelandic: Boberg.
F331. Giant. F331.6.2. Haunts of giants. G100. Giant ogre. G200. Witch. G304. Troll as ogre. G400. Person falls into ogre's power.

F420.1.4.10. Water-spirit with extraordinarily long hair. India: Thompson-Balys.

F420.1.5. Water-spirits invisible.
F235.1. Fairies invisible. F531.6.5.1. Giants can make selves invisible.

F420.1.5.1. Invisible water-spirit claps hands and speaks. Tobler 99.
F412.1. Invisible spirit speaks.

F420.1.5.2. Mysterious voice — water-spirit — is calling from sea. German: Mackensen Hanseat. 22 (No. 32), Schultze 160; French: Sébillot France II 213, 344.
D1311.1.1. River says, "The time has come but not the man." F420.5.2.6.1. Water-spirits take revenge if yearly tribute is not given.

F420.1.5.3. The seas become heavy without natural cause. (Cf. F420.2.4.) German: Meier 73 (No. 78).

F420.1.6. Dress of water-spirits.
F236. Dress of fairies.

F420.1.6.1. Water-spirits are dressed like people of surroundings. German: Schultze 69, Künzig Schwarzwald 167; French: Sébillot France II 342.
F81.0.1. Mermaids are like fishes in the water, like men on land.

F420.1.6.2. Water-spirits are clad in clothes of gold and silver. German: Grädl 33 No. 69, Schnetzler 266 No. 6.

F420.1.6.3. Water-spirits wear precious adornment. Norse: MacCulloch Eddic 261; German: Förstner Märchenwelt 111, Schnetzler 266 No. 6.

F420.1.6.4. Water-spirits wear wreath of flowers and reed on hair and dress. German: Plöckinger 7, Huber and Zaurel 19.

F420.1.6.5. Water-maidens have long veil. German: Richter III 236 No. 32, Schnetzler 292.

F420.1.6.6. Color of water-spirit's clothes.
F236.1. Color of fairies' clothes.

F420.1.6.6.1. Water-spirits are clad in red. German: Dümke 51, Lohre 43 No. 73.

F420.1.6.6.2. Water-spirits are clad in gray. (Cf. F236.1.4, F451.2.7.3.) German: Schnetzler 277 No. 10, Ebermann Donausagen 139 No. 85.

F420.1.6.6.3. Water-spirits are dressed in green. (Cf. F451.2.7.2.) Scotland: Baughman; Germanic: Calliano 162, Handrick 30; French: Sébillot France II 346.

F420.1.6.6.4. Water-spirits are dressed in white. England: Baughman; Germanic: Kühne 164, Meier 67 No. 1; French: Sébillot France II 199—200.

F420.1.6.6.5. Water-spirits are dressed in blue. Icelandic: Lagerholm 166, Boberg.

F420.1.6.7. Water-spirits are nude. (Cf. F238.) German: Meier I 74 No. 81, Kern 85 No. 11; Dutch: Sinnighe FFC CXXXII 53; French: Sébillot France II 197.

F420.1.7. Water-spirits appearing like human beings are recognized by traces of water.

F420.1.7.1. *Corner of water-spirits' dress is always wet.* German: Zinck 12, Kahlo Niedersächsische 63 No. 107.

F420.1.7.2. *Coat pockets of water-spirits are dripping with water.* Wiener 118; Handrick 30.

F420.1.7.3. *Water-spirits leave trace of water when standing or walking.* German: Kühnau 39 No. 56, Henne-Am Rhyn 113.

F420.2. *Home of water-spirits.* (Cf. F420.7.1.)
F210. Fairyland.

F420.2.1. *Water-spirits live in castles of crystal under water.* (Cf. F451.4.3.4.) Livonian: Loorits FFC LXVI 40 No. 23; Czech: Wiener 114, Gradl 33 No. 69; French: Sébillot France II 196, 200, 343.
F212. Fairyland under water. F725. Submarine world.

F420.2.1.1. *Water-spirits' under-water castle is luxuriously furnished.* Austrian: Mailly Niederöst. 33 No. 69, 48 No. 102; Czech: Wiener 114; German: Henne-Am Rhyn 114, Wiechert 73 No. 129.

F420.2.2. *Water-spirits live in village under water.* Icelandic: Lagerholm 187—68, Boberg; Swiss: Frey 5.

F420.2.3. *Water-spirits have garden.* German: Henne-Am Rhyn 117.

F420.2.4. *When water-spirits are outside their homes the seas are heavy.* (Cf. F420.1.5.3.) *Fb "havfolk" I 569.

F420.2.5. *Water-spirits have hearth made of three human skulls.* India: Thompson-Balys.

F420.3. *Social life among water-spirits.*

F420.3.1. *Water-spirits have family life under water.* German: Schnetzler 289; French: Sébillot France II 346.

F420.3.2. *Water-spirits have likings and occupations like human beings.*

F420.3.2.1. *Water-spirits dance.* India: Thompson-Balys.

F420.3.2.1.1. *Water-maidens dance at village fair.* German: Janosch 9, Schöppner I 277 No. 235.

F420.3.2.2. *Water-women come to market and store.* German: Zinck 12, Kahlo Nieders. 63 No. 107; French: Sébillot France II 344.

F420.3.2.3. *Water-women wash and hang up laundry on beach.* German: Pröhle Deutsche Sagen 220 No. 173; French: Sébillot France II 200, 351f.

F420.3.2.4. *Water-spirits bake.* German: Meier I 75 No. 82.
F451.3.4.5. Dwarf bakes bread. G246. Witches bake bread.

F420.3.2.5. *Water-spirits mend clothes.* German: Bindewald 95, Kern 85 No. 11.

F420.3.2.6. *Water-maidens spin.* German: Baader 100 No. 133, Lohre 50 No. 85.

F420.3.2.7. *Water-man cuts osier to make wicker basket.* German: Kern 85 No. 11; Austrian: Calliano 107.

F420.3.3. *Water-spirits have kingdom under water: queen, king, atten-*

dants, vassals. German: Schnetzler 277 No. 10; Czech: Gradl 22 No. 69; Livonian: Loorits FFC LXVI 40 No. 23.
 F725. Submarine world.

F420.3.4. Water-spirits have laws.

F420.3.4.1. Water-spirits must be in water before midnight; delay is punished with death indicated by blood in water. German: Pfister 70, Meier 71 No. 79.

F420.3.4.2. Water-spirits must be in water before dawn; delay is punished with death. (Cf. F451.3.2.1. and cross-references there given.) German: Schöppner I 221, 227; French: Sébillot France II 340.

F420.3.5. Water-spirits visited by mortal. Lappish: Qvigstad FFC LX 46 No. 56.

F370. Visit to fairyland.

F420.4. Characteristics of water-spirits.

F420.4.1. Water-spirits possess magic power. German: Weichert II 199 No. 182, Künzig Schwarzwald 168; French: Sébillot France II 197, 347, 410.

D1710. Possession of magic power.

F420.4.1.1. Protean transformation of water-spirit. Greek: Fox 87, 122 (Nereus, Thetis), Frazer Apollodorus II 67 n. 6; Slavic: Máčhal 270. D610. Repeated transformation. Transformation into one form after another.

F420.4.2. Water-spirits have supernatural lapse of time: days seem like years. (Cf. F377.)

F420.4.3. Water-spirits are cannibals: devour mortal victim, suck blood. German: Meier I 70 No. 6, Lohre 51 No. 87.

G10. Cannibalism.

F420.4.4. Water-spirits are grateful. Danish: Kristensen Danske Sagn II (1893) 143ff., (1928) 101ff.; Finnish-Swedish: Wessman 58 Nos. 495—500; German: Pfister 50; Austrian: Calliano I 141.

W27. Gratitude.

F420.4.5. Water-spirits are jealous. Paul 14.

W181. Jealousy.

F420.4.6. Water-man is rendered powerless if kept away from water. German: Kratzer 90 No. 34; French: Sébillot France II 352.

F420.4.6.1. Water-women are powerless when their garments are taken. Icelandic: MacCulloch Eddic 261.

K1835. Wooing by stealing clothes of bathing girl.

F420.4.7. Seeing and observing of water-spirits has fatal consequences. German: Knopf 150 No. 114, Pröhle Deutsche Sagen 150 No. 114; French: Sébillot France II 198, 345.

C31.1.2. Tabu: looking at fairies.

F420.4.8. Water-spirits have treasures under water. German: Künzig Badische 48 No. 137, Stöber 87 No. 118; French: Sébillot France II 312, 410.

N500. Treasure.

F420.4.9. Water-spirit controls water-supply. India: Thompson-Balys; Africa (Shangang): Bourhill and Drake 78ff. No. 8.

B11.7.1. Dragon controls water-supply. C41. Tabu: offending water spirit.
 F420. Water-spirits.

F420.4.10. Water-spirits are prophetic. (Cf. F420.5.1.1.) Dutch: Sinninghe FFC CXXXII 53 No. 31.

F420.5. Deeds and actions of water-spirits.

F420.5.1. Kind water-spirits.

NB15. Fairy as helper.

F420.5.1.1. Water-spirits protect and warn sailor against storm and in tempest. Finnish-Swedish: Wessman 58 Nos. 495—500; Lappish: Qvigstad FFC LX 46 No. 58; Livonian: Loorits FFC LXVI 41 No. 29; Austrian: Gloning 37, Ebermann Donausagen 143 No. 88.

F420.5.1.1.1. Water-spirits save shipwrecked people. Icelandic: Lagerholm 167—68, Boberg.

F420.5.1.2. Water-spirits help poor. German: Schnetzler 273 No. 9, Haas Grimmen 36 No. 75.

F420.5.1.3. Water-spirits help lovers. Gradl 22 No. 46, Richter III 152 No. 5.

F420.5.1.4. Water-spirits work as servants for mortal for small compensation. German: Haas Grimmen 36 No. 75, Pröhle Deutsche Sagen 7 No. 9; Finnish-Swedish: Wessman 55 No. 475.

F420.5.1.5. Water-spirits work as servants for mortal but disappear when compensation is offered or origin suspected. *Krappe Bulletin Hispanice XXXIX 44; German: Pröhle Deutsche Sagen 220 No. 173, Meier I 68 No. 5; Czech: Wiener 45.

F420.5.1.5.1. Fairy leaves when he is given clothes. F451.5.10.9. Ausgelehnzt. When dwarfs are paid in full for their work they cease helping mortals.

F420.5.1.6. Water-spirits work at night in home of mortals. German: Schnetzler 294, Meier I 71 No. 79.

F420.5.1.7. Water-spirits give gifts to mortals. (Cf. F342, F451.5.1.5.)

F420.5.1.7.1. Water-spirits give money, gold, or precious stones. (Cf. F451.5.1.5.) German: Plöckinger 8, Kern 87 No. 11.

F420.5.1.7.2. Seemingly worthless gifts of water-spirits turn to gold. (Cf. F451.5.1.4. and cross references there given.) German: Henne-Am Rhyn 119, Meier I 71, 79.

F420.5.1.7.3. Water-spirits give magic gifts. Austrian: Calliano 236, Huber and Zaural 106.

D813.1. Magic object received from river-nymph.

F420.5.1.7.4. Water-spirit returns to the woodchopper a silver axe in place of the one he has lost. Lappish: Qvigstad FFC LX 46 No. 65; Japanese: Ikeda.

Z31. Woodsman and the gold axe.

F420.5.1.7.5. Water-spirit gives mortal fish. India: Thompson-Balys.

F420.5.1.8. Water-spirits give advice. Austrian: Calliano I 68.

F420.5.1.9. Water-spirits adopt human foundling. German: Schnetzler 264 No. 5.

F420.5.1.10. Water-spirits save man from drowning. Icelandic: þidriks saga II 395, Lagerholm 166, Boberg.

F420.5.2. *Malevolent water-spirits.* Icelandic: Grettis Saga ch. 65—66 in RSB VI (1897). Boberg.
D2072.0.3. Ship held back by magic.

F420.5.2.1. *Water-spirits lure mortal into water.* Irish myth: *Cross; Danish: Kristensen Danske Sagn (1893) 163ff., (1928) 112ff.
R46. Captivity under water.

F420.5.2.1.1. *Water-maiden enamors man and draws him under water.* (Cf. F302.3.4, G264.) U.S.: Baughman; German: *Wehrhan 74, Nies 118 No. 86, Plöckinger 39 No. 31; Icelandic: Boberg; French: Sébillot France II 197, 342, 348, 411; Greek: Fox 110 (Hylas); India: Thompson-Balys.

F420.5.2.1.2. *Water-spirits lure children into water, offering objects.* Austrian: Calliano II 24, Huber and Zaural 19; French: Sébillot France II 310, 343, 417; England: Baughman.

F420.5.2.1.3. *Hero drowned by water-spirits, who draw him down as he crosses ice.* N. A. Indian: *Thompson Tales 277 n. 23.

F420.5.2.1.4. *Water-goddess allows body of drowning person to come up three times.* India: Thompson-Balys.

F420.5.2.1.5. *Water-spirit drags children into river.* England: *Baughman.

F420.5.2.1.6. *Water-spirit claims a life every seven years.* England: *Baughman.

F420.5.2.2. *Water-spirits kidnap mortals and keep them under water.* Irish: Beal VII 49; Lappish: Qvigstad FFC LX 46 No. 60; German: Paul 46, Brüger 130; French: Sébillot France II 342, 409, 410; India: *Thompson-Balys; Chinese: Werner 352; Japanese: Ikeda; Africa (Cameroon): Rosenhuber 46ff.
F320. Fairies carry people away to fairyland. F451.5.2.4. Dwarfs kidnap mortals. F460.4.4.1. Mountain-men abduct persons. R10. Abduction.

F420.5.2.2.1. *Water-spirit returns kidnapped man in return for release of his long hair.* Victim's father has wound the hair around his fingers. India: Thompson-Balys.

F420.5.2.2.2. *Mistreated boy sings unto water spirits to take him:* waters rise up in tank to engulf him. India: Thompson-Balys.

F420.5.2.3. *Water-spirit keeps souls of drowned persons in dishes in his home.* German: Mailly Niederöst. 46 No. 101.
E755.2.1. Souls of drowned in heated kettles in hell.

F420.5.2.4. *Water-spirits steal children and leave changeling.* German: Kahlo Nieders. I 66 No. 111, Künzig Schwarzwald 171.
F321.1. Changeling.

F420.5.2.5. *Water-spirits interfere with building bridges, dams.* (Cf. F451.5.2.5.) German: Kratzer 93 No. 36, Ebermann Elbsagen 117 No. 67.

F420.5.2.6. *Water-spirits take revenge on mortals.*

F420.5.2.6.1. *Water-spirits take revenge if yearly tribute is not given.* German: Meier III 428 No. 121, Haas Pommersche 38 No. 78; French: Sébillot France II 338, 339; Danish: Kristensen Danske Sagn II (1893) 156ff., (1928) 108ff.
D1311.11.1. River says, "The time has come but not the man." F420.1.5.2. Mysterious voice — water-spirit — is calling from sea.

F420.5.2.6.2. Water-spirits take revenge for trespassing on ground they claim as theirs. German: Siebert 186.

F420.5.2.6.3. Water-spirits take revenge for being harmed. German: Schultze 140, Dümke 52; French: Sébillot France II 342.

F420.5.2.6.4. Water-spirits avenge selves on mortal who fails to keep promise. German: Realis 163, Kurs 322; French: Sébillot France II 342.

F420.5.2.6.5. Water-maidens avenge selves for scorned love. German: Nies 118 No. 86.

F420.5.2.6.6. Water-spirits take revenge on mortals for pollution of water. Cheremis: Sebeok-Nyerges.

F420.5.2.7. Water-spirit turns boat in circle. German: Heese 116.

F420.5.2.7.1. Water-spirit crushes boat. Icelandic: Boberg.

F420.5.2.7.2. Water-spirit shakes ship. Icelandic: Ketils saga H. 116, Grims saga L. 145, Örvar-Odds saga 42, *Boberg.

F420.5.2.7.3. Water-spirit wrecks ship. Icelandic: Lagerholm 164—65, *Boberg; S. A. Indian (Tlalnaguia): Métraux BBAE CXLIII (3) 447.

F420.5.2.7.4. Water-spirit holds ship back. Icelandic: *Boberg.
D2072.0.3. Ship held back by magic.

F420.5.2.8. Water-spirit splashes passing people. Stöber 37 No. 53.

F420.5.2.9. Water-spirits lead travelers astray. German: Hartmann 35, Schnetzler 269 No. 8.

F420.5.2.10. Water-man sits on back of persons as heavy burden. German: Kern 89.
E262. Ghost rides on man's back. F472. Huckauf. G241.2. Witch rides on person. G311. Old man of the sea.

F420.5.2.11. Water-spirits cause blindness. Cheremis: Sebeok-Nyerges.

F420.5.2.12. Water-spirit causes illness and death. Africa (Bakuba): Einstein 164.

F420.5.3. Other actions of water-spirits.

F420.5.3.1. Water-spirits sit on beach combing their long hair. Austrian: Mailly Niederöst. 47 No. 101; French: Sébillot France II 340, 346, 411.

F420.5.3.2. Water-spirit calls human midwife. (Cf. F372.1, F451.3.5.5, F451.5.5.) German: Meier I 68 No. 2, Hessler 143.

F420.5.3.3. Water-spirits call human godmother. (Cf. F451.5.6.) German: Künzig Schwarzwald 170, Meier II 69 No. 4.

F420.5.3.4. Water-spirit flees if holy name, ceremony, or blessed object is used. German: Ebermann Donausagen 120 No. 75, Janosch 13; Danish: Kristensen Danske Sagn (1893) 163ff., (1928) 114ff.
E452. Ghost laid by prayer. F382. Exorcising fairies. Fairies disappear when some name or ceremony of the Christian Church is used. F451.5.5. Dwarfs and Christianity. G304.2.4.1. Trolls cannot endure churchbells.

F420.5.3.5. Nix flees from benediction in church. English: Child I 366n.

F420.5.3.6. Water-spirit demands food from those it takes across stream. Jamaica: *Beckwith MAFLS XVII 267 No. 76.

B322.1. Hero feeds own flesh to helpful animal. The hero is carried on the back of an eagle who demands food. B551.1. Fish carries man across water.

F420.5.3.7. Water-spirits prophesies. Icelandic: Boberg.

F420.6. Marriage of water-spirits.

F420.6.1. Marriage or liaison of mortals and water-spirits. India: *Thompson-Balys, Penzer VII 240.

B81.2. Mermaid marries man. B82.1. Merman marries maiden. F451.5.18. Dwarf loves mortal. F301. Fairy lover. F222.0.1. Woman carried off by water-fairy. F531.5.7. Giants marry human beings. F611.1.14. Strong hero son of woman of the sea. T111. Marriage of a mortal and a supernatural being.

F420.6.1.1. Water-man woos mortal girl. (Cf. F451.5.18.) England, Wales: Baughman; German: Pfister 53, Lohre 48 No. 80; India: *Thompson-Balys; S. A. Indian (Warrau): Kirchoff BBAE CXLIII (3) 880.

F420.6.1.2. Water-spirit offers gift to mortal to win love. German: Pröhle Deutsche Sagen 213 No. 168, Henne-Am Rhyn 119 No. 347; S. A. Indian (Cashinawa): Métraux BBAE CXLIII (3) 686.

F420.6.1.3. Mortal goes to home of water-spirits and marries. (Cf. F301.3.) German: Schulz 25; Czech: Wiener 118; French: Sébillot France II 409; India: Thompson-Balys.

F420.6.1.4. Water-maiden goes to home of mortal and marries. Icelandic: Boberg.

F420.6.1.5. Water-maidens make conditions for lovers. German: Kurs 322; French: Sébillot France II 409; India: Thompson-Balys.

F420.6.1.6. Offspring of marriage between mortal and water-spirit. Icelandic: *Boberg.

F420.6.1.7. Water-spirit surprises and rapes a mortal woman. A son is born who is sleepless. Krappe Modern Language Review XXIV (1929) 200ff.

F420.6.2. Love and marriage between water-spirits and other spirits.

F420.6.2.1. Water-man marries fairy. German: Schnetzler 266 No. 6, Diezel 1.

F302. Mairy mistress.

F420.6.2.2. Water-maiden marries giant. (Cf. F531.5.7.) German: Förstner Märchenwelt 111.

F420.6.2.3. Water-maiden is wooed by dwarf. (Cf. F451.5.18.) German: Schöppner I 480 No. 467.

F420.7. Miscellaneous motifs connected with water-spirits.

F420.7.1. Visit to water-goddess's underwater home. India: Thompson-Balys.

F421. Lake-spirit. Buddhist myth: Malalasekera II 675; Eskimo (Greenland): Rink 143; N. A. Indian (Iroquois): Alexander N. Am. 28.

F421.1. Lady of the Lake. A female lake-spirit. Krappe Bulletin Hispanique XXXV 112; Hindu: Tawney II 570.

D813.1.1. Magic sword received from Lady of Lake. D878.1. Magic sword returned to lake whence it was received. Taken back by lake-spirit.

F422. *Marsh-spirit*. Meyer 104; *Fb "ellefolk"; Danish: Kristensen Dan-ske Sagn II (1893) 3ff., 120ff., (1928) 5ff., 90ff., MacCulloch Eddic 224—25; Livonian: Loorits FFC LXVI 40 No. 21.

F423. *Sea spirits*. Norwegian: Solheim Register 17; Buddhist myth: Malalasekera II 675, 1160; Japanese: Anesaki 266ff.; Papua: Ker 25; Eskimo (Greenland): Holm 37, (Central Eskimo): Boas RBAE VI 621; S. A. Indian (Warrau): Kirchoff BBAE CXLIII (3) 880.
 A421. Sea-god. B11. Dragon. B33. Siren. B81. Mermaid. B82. Merman. B91.5. Sea-serpent. G308. Sea- (water-) monster.

F423.1. *Nereid*. A sea-maiden. English: Child V 490 s.v. "Nereid"; Germanic: Meyer Altgermanische 102; Greek: Fox 260, *Frazer Pausanias III 12; Hindu: Penzer VI 209 n. 1.

F424. *River-spirit*. Buddhist myth: Malalasekera II 416; S. A. Indian (Warrau): Kirchoff BBAE CXLIII (3) 880.

F424.1. *Spirit of brook*. Philippine (Tinguian): Cole 201.

F425. *Fountain spirit*. Finnish-Swedish: Wessman 53 No. 443; Japanese: Anesaki 267.

F426. *Spirit of water-fall*. Icelandic: *Boberg; Germanic: Meyer Alt-germanische 103.
 B11.3.1.2. Dragon's home beneath waterfall.

F429. *Other water-spirits*.

F429.1. *Spirit of tide-crack*. Eskimo (West Hudson Bay): Boas BAM XV 497, (Mackenzie Area): Jenness 60, 510ff.

F430. *Weather-spirits*.
 A280. Weather-god.

F431. *Cloud-spirit*. Meyer Altgermanische 100; Livonian: Loorits FFC LXVI 38 No. 8.

F432. *Wind-spirit*. German: Laistner I 4, Meyer Altgermanische 97; Livonian: Loorits FFC LXVI 37 No. 6, 38 No. 7; Jewish: Neuman; Chinese: Werner 181; Eskimo (Greenland): Rasmussen III 147; N. A. Indian (Yukon): Alexander N. Am. 78.
 A282. Wind-god. E501. The Wild Hunt.

F433. *Storm-spirit*. Meyer Altgermanische 99; Dutch: Sinninhe FFC CXXXII 64 No. 186; Livonian: Loorits FFC LXVI 37 No. 4; Slovenian: *L. Kretzenbacher Germanische Mythen in der epischen Volksdichtung der Slowenen (Graz, 1941) 36-49.
 F465. Rübezahl. A mountain and storm spirit.

F433.1. *Spirit of snow*. Meyer Altgermanische 104; Icelandic: Boberg.

F434. *Spirit of thunder*. Livonian: Loorits FFC LXVI 37 Nos. 1, 2, 3; Chinese: Werner 199f.; Eskimo (Greenland): Rasmussen III 61f., (West Hudson Bay): Boas BAM XV 175.
 A284.2. Thunderbird. A284.3 Thunder-spirits. A1142. Origin of thunder.

F436. *Spirit of cold*. Livonian: Loorits FFC LXVI 38 No. 9; N. A. Indian: *Thompson Tales 288 nn. 61, 61a.

F437. *Spirit of warmth*. Livonian: Loorits FFC LXVI 38 No. 10; N. A. Indian: *Thompson Tales 288 nn. 61, 61a.

F438. *Spirit of earthquake*.

F438.1. *Spirit of earthquake lives underground (below earth).* India: Thompson-Balys.

F438.2. *Spirit of earthquake has very long mouth.* India: Thompson-Balys.

F439. *Other weather-spirits.*

F439.1. *Rainbow spirit.* Hawaii: Beckwith Myth 135, 152.
A288. Rainbow goddess. G306. Rainbow as ogre.

F439.1.1. *Rainbow draws to itself fisherman and his boat.* Livonian: Loorits FFC LXVI 37 No. 5.

F439.1.2. *Rainbow spirit as helper on journey.* Hawaii: Beckwith Myth 515f.

F439.1.3. *Rainbow spirit as messenger.* Greek: Fox 241 (Iris); Hawaii: Beckwith Myth 521.

F440. *Vegetation spirits.* *Kittredge Gawain 195ff.; Frazer Golden Bough XII 510 s.v. "Vegetation"; Irish myth: "Cross"; India: Thompson-Balys.
A430. God of vegetation.

F440.1. *Green vegetation spirit.* *Kittredge Gawain 195ff.; *Fb "grün" I 504.
E422.2.2. *Revenant green.* F233.1. Green fairy. F531.1.7.1. Green giant.

F441. *Wood-spirit.* *Type 667*; *Hdwb. d. Märchen I 198a; *Mannhardt I 87ff., 311ff. — Irish myth: Cross; U.S.: Baughman; Icelandic: MacCulloch Eddic 204f., 226; Swedish: G. Granberg Skogsräet (Stockholm, 1934); Finnish: Holmberg Finno-Ugric 177, 185; Estonian: *Loorits Grundzüge I 521f., 546f., 559ff.; Germanic: Meyer Altgermanische 94; Livonian: Loorits FFC LXVI 40 No. 22; Slavic: Máčhal 261ff.; Persian: Carnoy 298; S. A. Indian (Warrau): *Kirchoff BBAE CXLIII (3) 880. (Tapirapé): Wagley-Baldão ibid. (3) 178, (Pilcomayo, Chaco): Belaieft ibid. (1) 379; Africa (Ekoi): Talbot 247, 251. See also F200—F399 (Fairies and Elves), F420 (Water-spirits), F461 (Dwarfs) and F460 (Mountain-spirits) for many common motifs.
C43. Offending wood-spirit. E501.5.3. Wood-spirits pursued in wild hunt, F611.1.2. Strong man son of woman and forest spirit, F611.1.15. Strong hero son of wood-spirit. H973. Tasks performed by helpful forest spirits. S213. Child promised to wood-spirit.

F441.1. *Schrätel. An elf-like, male, malevolent wood-spirit.* *Type 1161 (Schrätel instead of ogre in many versions); *Taylor MPH XVII 305ff.; *Bolte Zs. f. Vksk. XXXIII—XXXIV 33ff.

F441.2. *Tree-spirit.* Norse: MacCulloch Eddic 207; Finnish: Holmberg Finno-Ugric 188; Jewish: bin Gorion Born Judas² II 203; Buddhist myth: Malalasekera I 211, II 44, 67, 126, 507, 574, 675, 811, 820, 898, 1014, 1158, Jataka Index s.v. "Spirits"; India: *Thompson-Balys; Japanese: Anesaki 267, 340; S. A. Indian (Cavifa, Tumapasa): Métraux BBAE CXLIII (3) 448.
A435. God of trees and forests. E653.2. Reincarnation: man as tree spirit. F216.2. Bonga lives in tree. G303.16.4. Devils haunt tree. G637. Ogres live in trees. N815.0.1. Helpful tree-spirit.

F441.2.0.1. *Tree-spirit persuades man to spare tree.* India: *Thompson-Balys.

F441.2.1. *Wood-nymph.* Type 480; Roberts 121; Swedish: Hartmann 26, 27; Slavic: Máčhal 262ff.; Armenian: Ananikian 84.
A151.7.1. Divinity lives in tree.

F441.2.1.1. *Wood-nymph comes to the fire to warm.* Danish: Kristensen Danske Sagn II (1893) 38ff., (1928) 26ff.; Finnish: Aarne FFC XXXIII 44 No. 56**; Finnish-Swedish: Wessman 49 No. 398.

F266. Fairies warm themselves. F451.5.7.1. Dwarf wants to warm self at fire.

F441.2.1.2. *Wood-nymph with breasts so long that she throws them over her shoulder.* (Cf. F232.2, F460.1.2, G123.) Danish: Kristensen Danske Sagn II (1893) 120ff., (1928) 90ff.; Swiss: Jegerlehner Oberwallis 321 No. 58.

F441.2.1.3. *Wood-nymph wooes and then deserts man.* Norse: MacCulloch Eddic 205.

F302.3.4.3. Fairy woos and deserts man. G264. La Belle Dame Sans Merci.

F441.2.1.4. *Tree maidens bathe at midnight in lake.* India: Thompson-Balys.

F265. Fairy bathes.

F441.2.2. *Dryad. Female spirit dwelling among trees.* Greek: Fox 270; Buddhist myth: Malalasekera II 564.

F441.2.3. *Hamadryad. Female spirit of a particular tree.* Greek: Fox 270.

F441.2.3.1. *Man marries tree maiden.* India: Thompson-Balys.

F441.2.3.1.1. *Man marries spirit of willow tree. She must part from him when tree is cut down.* Japanese: Anesaki 333.

T110. Unusual marriage.

F441.2.3.2. *Tree-spirit in elder tree.* England: Baughman.

F441.3. *Wild man as wood-spirit.* *Hdw. d. Aberg. IX Nachträge 968 —980, 984f.; Dickson 114 n. 37; Irish myth: *Cross; Norse: MacCulloch Eddic 280.

F567. Wild man. Man lives alone in wood like a beast. G671. Wild man released from captivity aids hero. G672. Hero in service of wild man.

F441.4. *Form of wood-spirit.*

F441.4.1. *Wood-spirit gigantic with one eye in center of forehead.* Chermis: Holmberg Finno-Ugric 182.

F512.1.1. Person with one eye in center of forehead. F531.1.1. Giant with one eye in middle of forehead.

F441.4.2. *Wood-spirit without hands, feet, or mouth.* Africa (Kpelle): Westermann Zs. f. Afrikan. ozean., u. ostasiat. Spr. VII 161 No. 29a.

F441.4.3. *Forest spirits brighter than moon.* India: Thompson-Balys.

F441.4.4. *Forest-spirits with wings and with backward-pointing fingers and toes.* (Cf. F401.9, F451.2.2.1.) Philippine (Tinguian): Cole 14, 46.

F441.4.5. *Wood-spirits with such heavy eyebrows they must lie on backs to see upwards.* (Cf. F571.1.) S. A. Indian (Warrau): Kirchoff BBAE CXLIII (3) 880.

F441.4.6. *Wood-spirits with teeth on stomach.* S. A. Indian (Warrau): Kirchoff BBAE CXLIII (3) 880.

F441.5. *Size of wood-spirit.*

F441.5.1. *Wood-spirit tiny.* (Cf. F239.4.3, F535.) S. A. Indian (Pitcomayo-Chaco): Belaieff BBAE CXLIII (1) 379.

F441.5.2. *Wood-spirit gigantic.* (Cf. F232.6, F531.) S. A. Indian (Pitcomayo-Chaco): Belaleff BBAE CXLIII (1) 379.

F441.6. *Deeds of wood-spirits.*

F441.6.1. *Wood-spirits responsible for sickness and failure.* S. A. Indian (Warrau): Kirchoff BBAE CXLIII (3) 880.

F441.6.2. *Wood-spirits transform men into animals.* S. A. Indian (Warrau): Kirchoff BBAE CXLIII (3) 880.

F441.6.3. *Sexual relations with wood-spirit fatal.* S. A. Indian (Warrau): Kirchoff BBAE CXLIII (3) 880.

F441.6.4. *Wood-spirit calls after one in woods (Hehmann).* **E. Rath Der Hehmann (Wien, 1953).

F442. *Pan. Wood-spirit (demigod) part goat and part man.* Greek: Fox 267.
 B24. Satyr. Combination of man and goat. F451.2.2.3. Dwarfs with goat feet.

F442.1. *Mysterious voice announces death of Pan.* *Taylor Washington University Studies X (Humanistic Series) 3ff.; *Fb "röst"; *Boberg Sagnet om den Store Pans Død (København, 1934); Boberg Noch einmal die Sage vom Tode des Grossen Pan (Classica et Mediaevalia III 119—132). — Lappish: Qvigstad FFC LX 45 No. 50; Lithuanian: Balsys Index No. 3908; Estonian: Arne FFC XXV 123 No. 45.
 F405.7. Spirit leaves when report is made of the death of one of his kind.

F443. *Echo as wood-spirit.*
 K1887.1. Echo answers.

F443.1. *Echo as wood-spirit kidnaps and crazes man.* India: Thompson-Balsys.

F445. *Field-spirits.* Meyer Altgermanische 108, Meyer Germanen 209ff.; Finnish: Holmberg Finno-Ugric 246; Slavic: Máchal 267ff.; Africa (Cameroon): Gantenbein 68.

F445.1. *Crop-spirits.* Wehrhan 75f.

F445.1.1. *Tobacco-spirit.* S. A. Indian (Cashinawa): Métraux BBAE CXLIII (3) 684.

F447. *Flower-spirits.* Japanese: Anesaki 342ff.

F450. *Underground spirits.* (Cf. F200—F399, Fairies and Elves.) Danish: Kristensen Danske Sagn I (1892) 4ff., (1928) 9ff.; Icelandic: MacCulloch Eddie 228ff.; Finnish: Holmberg Finno-Ugric 178; Finnish-Swedish: Wessman 45ff.; Persian Carnoy 298.
 F268. Burial among underworld folk. F331.6.2.1. Giants live in mountains or caves.

F450.0.1. *Vætter* (generalized underground spirit). Scandinavian: *Hartmann 30—32.
 F211. Fairyland under hollow knoll. F370. Visit to fairyland. F342.1. Fairy gold. Fairies give coal which turns to gold. F451.4.4.3. Dwarfs request that cow stable be moved because it is above their home.

F450.1. *Helpful underground spirit.*
 N810. Supernatural helpers.

F450.1.1. *Helpful spirit warriors dwell in rocks and hills.* N. A. Indian (Cherokee): Alexander N. Am. 68.

F450.1.2. *Underground spirit instructs a smith.* (Cf. F451.3.4.2.) Estonian: Aarne FFC XXV 126 No. 57.

F451. *Dwarf.*¹ (Underground spirit.) The dwarf, especially in Northern Europe, is considered an underground spirit. He is to be distinguished from the other conception of dwarf, viz., a very small person, pygmy, or thumbling (F535). Types 480, 403B; *Roberts 123; **Lutjens *Der Zwerg in der deutschen Heldenichtung des Mittelalters* (Breslau, 1911); *Wehrhan 67; *Thien 42; *Gould *Scandinavian Studies and Notes* IX 190; *De Boor *Der Zwerg in Skandinavien* (Mogk *Festschrift* 536); *Ritchie *Zwerge in Geschichte u. Überlieferung* (*Globus* LXXXII 101); *Tegethoff *Schweiz. Archiv f. Vksk.* XXIV 147; Jensen Zs. f. Vksk. II 407; *Hdwb. d. Aberg. IX *Nachträge* 1008—1120. Irish myth: *Cross; Icelandic: MacCulloch Eddic 264ff., 287; Danish: Kristensen *Danske Sagn* I (1892, new series 1928); Norwegian: Solheim Register 18; French: F. Wolgemuth *Riesen u. Zwerge in der alt-französischen erzählenden Dichtung* (*Tübingen*, 1906); Hawaii: Beckwith *Myth* 326; N. A. Indian: *Thompson Tales 356 n. 287a. See also F200—F399 (Fairies and Elves), F420 (Water-spirits), and F460 (Mountain-spirits) for many common motifs.

D55.2.1. Dwarf contracts self to enter nostrils of cannibals. D1421.3.1. Magic fiddle summons dwarfs. E424. Revenant as dwarf. The dwarfs of Teutonic mythology essentially living corpses. F129.1.1. Journey to Land of Dwarfs. F420.1.4.3. Water-spirits as dwarfs. F611.1.2. Strong man son of woman and dwarf. G11.1. Cannibal dwarfs. G303.3.3. Devil as a dwarf. N574. Dwarf as guardian of treasure. Q212.1. Theft from dwarf (witch) revenged.

F451.0.1. *Luchrupán (leprechauns)* (as fairies). Irish myth: *Cross. A1614.1.1. Origin of luchrupán (leprechauns, dwarfs, pygmies) from curse of Ham.

F451.1. *Origin of dwarfs.* *Fb "dværg" I 220b; Icelandic: MacCulloch Eddic 264f., Danish: Kristensen *Danske Sagn* I (1892) 3ff., (1928) 7ff. F251. Origin of fairies.

F451.1.1. *Dwarfs originate from maggots in flesh of giant.* Norse: De la Saussaye 318.

A1710. Creation of animals through transformation.

F451.1.1.1. *Dwarfs originate from the blood and bones of giant.* Icelandic: MacCulloch Eddic 264.

F451.1.2. *Murderer's children become dwarfs.* *Fb "dværg" I 220b.

F451.1.3. *Dwarfs came after giants had almost died out.* German: Haas Grimmen 46 No. 54.

F451.1.4. *Dwarfs came into the land 1000 years before mortals came.* German: Haas Grimmen 46 No. 54.

F451.1.5. *Dwarf as reincarnation.*

E651. God reincarnated as dwarf.

F451.1.5.1. *Dwarf as reincarnation of rat.* Korean: Zong in-Sob 64.

F451.2. *Appearance of dwarf.* Icelandic: MacCulloch Eddic 271, *Boberg.

F451.2.0.1. *Dwarfs are ugly.* German: Haas Greifswald. 38 No. 41.

F451.2.0.2. *Dwarfs are grown over with moss.* German: Pröhle 113 No. 298.

¹ For help in the preparation of this item I am indebted to Mr. Alfred Thomas of Chicago. For full titles of references see F420.

F451.2.0.3. *Dwarfs walk stooped.* German: Findeisen 39 No. 43.

F451.2.0.4. *Dwarfs appear nodding and anxious to speak.* German: Bindewald 84.

F451.2.0.5. *During the day dwarfs appear in form of toads or other vermin.* German: Haas Greifswald. 36 No. 39, 38 No. 40.

F451.2.0.6. *Dwarfs are pale.* Icelandic: Boberg.

F451.2.1. *Body of dwarf.*

F451.2.1.1. *Dwarfs are small.* (Cf. F239.4.3, F441.5.1.) German: Eckart 20, Bindewald 56, 83f, 87, 188, Findeisen 3 No. 5, 39 No. 43, Pröhle Unterharzische 113 No. 298.

F451.2.1.2. *Dwarf with body like tailless hen.* Tobler 59.

F451.2.1.3. *Dwarf with small body and large head.* *Fb "dværg" I 220b; Zs. f. d. Phil. XXVI 12f.

F451.2.1.4. *Hunchback dwarf.* (Cf. F420.1.4.4.) Africa (Gold Coast): Barker and Sinclair 63 No. 9.

F451.2.2. *Feet of dwarf.*

F451.2.2.1. *Dwarf's feet twisted backward.* Swiss: Jegerlehner Oberwallis 322 No. 86.
F401.9. Spirit with feet turned the wrong way. F441.4.4. Forest spirits with backward pointing toes.

F451.2.2.2. *Dwarf with bird feet.* (Cf. F401.3.5 and cross-references.) *Gaster Germania XXV 290ff.; Tobler 60; Icelandic: MacCulloch Eddic 271.

F451.2.2.3. *Dwarfs with goat feet.* (Cf. B24, F442.) Icelandic: MacCulloch Eddic 271.

F451.2.3. *The beards of dwarfs.*

F451.2.3.1. *Long-bearded dwarf.* (Cf. F451.6.1.) *Type 426; Köhler-Bolte I 545; Breton: Sébillot Incidents s.v. "nain"; Missouri French: Carrière.
J1463. A long beard and sanctity. Told that a forest dwarf with long beard is a saint, a man replies: "If a long beard indicates sanctity, the goat is a saint." K1111.1. Ogre's (dwarf's) beard caught fast.

F451.2.3.1.1. *Dwarfs have long beards in three strands.* Tegethoff Schweiz. Archiv f. Vksk. XXIV 148.

F451.2.3.2. *Dwarfs have gray beards.* German: Eckart 22, Kahlo Harzes 55 No. 92, Bindewald 56.

F451.2.4. *The hair of dwarfs.*

F451.2.4.1. *Dwarfs have coarse hair.* German: Eckart 20, Pröhle Harzsagen No. 137 II.

F451.2.4.2. *Dwarfs have silvery white hair.* German: Bindewald 56.

F451.2.5. *Face of dwarf.*

F451.2.5.1. *Dwarfs have old face.* Finnish-Swedish: Wessman 30 No. 263; German: Pröhle Harzsagen No. 137 II.

F451.2.6. *Other bodily characteristics of dwarfs.*

F451.2.7. *Dress of dwarf.*

F451.2.7.1. *Dwarfs with red heads and red caps.* (Cf. F236.3.2, F460.1.4.2.)
 Fb "rød" III 116b, "rød dreng" III 117b; Finnish-Swedish: Wessman
 30 No. 263.

F451.2.7.2. *Dwarf clad in green.* (Cf. F420.1.6.6.3.) English: Wells 134 (Sir
 Degare); Danish: Kristensen Danske Sagn I (1892) 6ff., (1928) 11ff.

F451.2.7.3. *Dwarfs referred to as "gray", not specifying whether as to
 dress or hair.* (Cf. F236.1.4, F420.1.6.6.2.) Icelandic: MacCulloch Eddic
 271; German: Schöppner I 169 No. 163, I 354 No. 351, Bindewald
 83, 84, 188.

F451.2.7.4. *Dwarfs clad in white.* Icelandic: MacCulloch Eddic 266; Ger-
 man: Kahlo Harzes 69 No. 109.

F451.2.7.5. *Dwarfs wear red coats.* Icelandic: MacCulloch Eddic 272, *Bo-
 berg; German: Kapff 45, Schöppner I 354 No. 351.

F451.2.7.6. *Dwarfs wear peculiar caps.* (Cf. F451.2.7.1.) German: Kapff
 45.

F451.2.7.7. *Dwarf king wears costly crown.* German: Pröhle Harzsagen
 No. 137 II.

F451.2.7.8. *Dwarf clad in brown.* Icelandic: MacCulloch Eddic 266.

F451.2.7.9. *Dwarf clad in black.* Icelandic: MacCulloch Eddic 266, 268.

F451.2.7.10. *Dwarfs clad in motley.* German: Grimm No. 163.

F451.2.8. *Voice of dwarfs (echo).* Icelandic: MacCulloch Eddic 269, *Bo-
 berg.

K1887.1. Echo answers.

F451.3. *Characteristics of dwarfs.*

F451.3.1. *Power of dwarf in his belt.* *Fb "bælte" IV 84a.
 D1335.4. Magic belt gives strength.

F451.3.2. *Dwarf rendered powerless.*

C752.2.1. Tabu: supernatural creature being abroad after sunrise.

F451.3.2.1. *Dwarfs turn to stone at sunrise.* Hdwb. d. Märchens I 433a
 nn. 86—91; Icelandic: MacCulloch Eddic 10, 197, 269, 270.

D231. Transformation: man to stone. E462. Ghost laid at cockerow
 (dawn). E501.11.1.2. Wild hunt abroad until cockerow. F383.4. Fairy
 must leave at cockerow. F420.3.4.1. Water-spirit must be in water
 before dawn. F451.3.5.1. Dwarfs die. F591.6.12.2. Sunlight turns giant or
 troll to stone. G273.3. Witch powerless at cockerow. G364.2.5. Troll
 bursts when sun shines on him. Or he may become stone. G636. Ogres
 powerless after cockerow.

F451.3.2.1.1. *Dwarf prevented from getting into his stone before sunrise
 till he promises to do what hero demands (especially forge weapons).*
 (Cf. D451.3.4.2, D451.4.1.12, F451.5.2.13.) Icelandic: *Boberg.

F451.3.2.1.2. *Dwarf otherwise caught and thus forced to procure what
 hero demands.* Icelandic: Völsunga saga ch. 14, þidriks saga I 34—38,
 Boberg.

F451.3.2.2. *Dwarfs must return to spirit world by 1 a.m.* German:
 Eckart 69, Winckler 56 No. 57.

F451.3.2.3. *Dwarfs cannot harm mortal with circle drawn around him.* German: Eckart 69.
D1272. Magic circle.

F451.3.2.4. *Dwarf can be killed only with snowball.* Eskimo (Greenland): Rasmussen III 248.

F451.3.3. *Dwarf as magician.* Dickson 219 n. 8; Icelandic: *Boberg; German: Pröhle Harzsagen No. 137 II.
D1711. Magician.

F451.3.3.0.1. *Dwarf can take what shape he wants.* Icelandic: Völsunga saga ch. 14 (Andvari), Zs. f. d. Phil. XXVI 12—13, Göngu-Hrólfs saga 307ff., Boberg.
D630. Transformation and disenchantment at will.

F451.3.3.1. *Dwarfs turn peas into gold pieces.* German: Karstens-Goslar 102.

F451.3.3.2. *Dwarf turns gold into lead.* German: Förstner Kyffhäuser-sagen 22.

F451.3.3.3. *Dwarfs transform people (animals).* German: Ey 9, Kahlo Harzes 30 No. 51.

F451.3.3.4. *Dwarfs free mortals from enchantment.* German: Bindewald 56, 142, Findeisen 39 No. 43.

F451.3.3.5. *Dwarfs bewitch cows to give no milk.* German: Karstens-Goslar 103.
D20683.1. Cows magically made dry. E251.3.2. Vampire milks cow dry.
F386.1. Fairies milk mortal's cows dry.

F451.3.3.5.1. *Dwarfs bewitch people.* Icelandic: Göngu-Hrólfs saga 300, *Boberg.

F451.3.3.6. *Dwarfs fly through air.* German: Pröhle Unterharzische 171 No. 453.

F451.3.3.7. *Dwarfs predict.* Irish myth: Cross; Icelandic: *Boberg; German: Pröhle Harzsagen No. 155, Bindewald 188.
D1825.1. Power to see future happenings. M301. Prophets.

F451.3.3.8. *Dwarfs made invisible by magic caps.* (Cf. F451.5.1.7., F455.5.3.) Icelandic: MacCulloch Eddic 269; German: Eckart 7, 27, 79, Pröhle Harzsagen Nos. 220, 220 I, 229, Sieber 62, Pröhle Unterharz. 145 No. 368.

F451.3.4. *Dwarfs as workmen.* Dutch: Sinninghe FFC CXXXII 54 Nos. 52, 53.

F451.3.4.0.1. *Dwarf workmen heard at night.* Dutch: Sinninghe FFC CXXXII 55 No. 61.

F451.3.4.1. *Dwarfs as artificers.* Irish myth: *Cross; Icelandic: MacCulloch Eddic 123, 265ff., *Boberg.
F531.8.6. Giants as builders of great structures.

F451.3.4.1.1. *Dwarfs build tower.* Dutch: Sinninghe FFC CXXXII 54 No. 51.

F451.3.4.2. *Dwarfs as smiths.* Danish: Kristensen Danske Sagn I (1892) 23ff., (1928) 26ff.; Icelandic: MacCulloch Eddic 66, 266ff., *Boberg; German: Haas Grimmen 46 No. 54, Karstens-Goslar 135.
A142. Smith of the gods. F271.3. Fairies skillful as smiths. F450.1.2.

Underground spirit instructs a smith. F451.3.2.1.1. Dwarf prevented from getting into his stone before sunrise till he promises to do what hero demands (especially forge weapons). F451.3.2.15. Dwarfs curse weapons and treasures which they are forced to give, or which the receiver does not appreciate. F455.3.1. Trolls skillful as smiths. F460.4.3. Mountain-men leave broken implement for man to mend. F531.5.9. Giants as warrior. K1816.12. Disguise as smith. L113.6. Smith as hero. P447. Smith.

F451.3.4.3. *Dwarfs do farming.* Icelandic: MacCulloch Eddic 270; German: Haas Greifswald. 46 No. 54.

F451.3.4.4. *Dwarf sews.* Breton: Sébillot Incidents s.v. "nain"; Icelandic: Boberg.

F451.3.4.5. *Dwarf bakes bread.* **Boberg DF XLVI; Hoffman-Krayer Zs. f. Vksk. XXV 119 n. 4; German: Schöppner I 186 No. 184.
F420.3.2.4. Water-spirits bake. G246. Witches bake bread.

F451.3.4.6. *Dwarfs spin.* Icelandic: MacCulloch Eddic 270, 271; Danish: Kristensen Danske Sagn I (1892) 53ff., (1928) 46ff.
F451.5.1.19. Dwarfs help human beings with spinning.

F451.3.4.7. *Dwarfs churn.* Danish: Kristensen Danske Sagn I (1892) 460.
F271.7. Fairies churn.

F451.3.4.8. *Dwarfs carry water.* Danish: Kristensen Danske Sagn I (1892) 47ff., (1928) 42ff.

F451.3.4.9. *Dwarf expert at making palm wine.* Africa (Upoto): Einstein 133.

F451.3.4.10. *Dwarf splits wood using penis as wedge.* Africa (Fang): Tessman 136.

F451.3.4.11. *Dwarf can draw entrails out of elephant.* Africa (Fang): Tessman 139.

F451.3.5. *Dwarfs are subject to laws of nature.*

F451.3.5.1. *Dwarfs die.* Icelandic: MacCulloch Eddic 130; Danish: Kristensen Danske Sagn I (1892) 75ff., 94ff., (1928) 62ff., 76ff.; German: Pröhle Unterharz. 112 No. 292, Sieber 61.

F451.3.5.2. *Dwarfs become ill.* German: Pröhle Harzsagen No. 189, Sieber 60.

F451.3.5.3. *Dwarf children are hungry.* German: Schöppner I 186 No. 184.

F451.3.5.4. *Dwarfs have blood.* German: Pröhle Unterharz. 112 No. 294.

F451.3.5.5. *Dwarf women bear children.* Danish: Kristensen Danske Sagn I (1892) 74, (1928) 63.
F420.5.3.2. Water-spirit calls human midwife.

F451.3.6. *Dwarfs are sensitive.*

F451.3.6.1. *Dwarf is insulted when scolded.* Dutch: Sinninhe FFC CXXXII 55 No. 64; German: Schöppner I 264 No. 271.

F451.3.6.2. *Dwarfs dislike teasing.* (Cf. F451.9.1.7.) German: Sieber 61.

F451.3.6.3. *Dwarfs dislike tobacco smoke.* German: Pröhle Harzsagen No. 137 IV.

F451.3.6.4. *Dwarfs accept as gift goose but not gander.* German: Kapff 45.

F451.3.6.5. *Dwarfs timorous.*

F451.3.6.5.1. *Dwarfs fear the dark.* Eskimo (Greenland): Rasmussen I 256.

F451.3.6.5.2. *Dwarfs fear dogs.* Eskimo (Greenland): Rasmussen I 256.

F451.3.7. *Dwarfs are particular as to food.*

F451.3.7.1. *Dwarfs dislike caraway seed in food.* German: Pröhle Harzsagen No. 229, Pröhle Unterharz. 145 No. 367, Sieber 61f.

F451.3.7.2. *Dwarfs dislike bread baked without salt.* German: Sieber 61.

F451.3.7.3. *Dwarfs given inedible food to eat.* Dutch: Sinninhe FFC CXXXII 55ff. No. 66.

F451.3.8. *Dwarfs are strong.*

F451.3.8.1. *Dwarf carries mortal down from Hibichenstein.* German: Pröhle Harzsagen No. 137 III.

F451.3.9. *Dwarfs are weak.*

F451.3.9.1. *Dwarf groans while carrying an ear of corn.* German: Schöppner I 264 No. 271.

F451.3.10. *Dwarfs are droll.* German: Winckler 34 No. 24.

F451.3.11. *Great age of dwarfs.* BP I 497; Icelandic: MacCulloch Eddic 271; German: Binnewald 56, Pröhle Unterharz. 112 Nos. 293, 295, Pröhle Harzsagen No. 137 II.
F321.1.1.5. Changeling calculates his age by the age of the forest.

F451.3.12. *Dwarfs are intelligent.* Irish myth: *Cross.

F451.3.12.1. *Dwarfs know herbs.* German: Kahlo Harz. 26 No. 47, Pröhle Harzsagen No. 137 II, Kapff 44, 45.

F451.3.12.2. *Dwarfs are sensible.* German: Pröhle Unterharz. 113 No. 298.

F451.3.12.3. *Dwarfs are wise.* Icelandic: MacCulloch Eddic 92, 265, *Boberg.

F451.3.12.4. *Dwarfs cut runes.* Icelandic: Boberg.

F451.3.13. *Dwarfs are ill-mannered.*

F451.3.13.1. *Eating dwarfs smack like hogs.* German: Pröhle Harzsagen No. 229.

F451.3.13.2. *Dwarfs chatter.* German: Karstens-Goslar 122.

F451.3.13.2.1. *Dwarfs chatter like geese.* German: Pröhle Harzsagen No. 229, Sieber 62.

F451.3.13.3. *Dwarf breaks wind so hard he capsizes canoes.* Marquesas: Handy 126.

F451.3.14. *Dwarfs are numerous.*

F451.3.14.1. *Dwarfs come into the land by the hundreds.* German: Haas Grimmen 46 No. 54.

F451.3.15. *Dwarfs are superstitious.*

F451.3.15.1. *Dwarfs are superstitious about the three sevens in 1777.*
(Cf. F451.9.1.3.) German: Pröhle Harzsagen No. 60.

F451.3.16. *Dwarfs are artful.* Icelandic: MacCulloch Eddic 268—69.

F451.4. *Home of dwarfs.*

F451.4.1. *Dwarfs live under the ground.* Icelandic: Göngu-Hrólfs saga 308; MacCulloch Eddic 265, 269; German: Haas Grimmen 46 No. 54; Missouri French: Carrière.

F451.4.1.1. *Dwarfs live in caves.* German: Schöppner I 186 No. 184, Eckart 7, 27, Pröhle Unterharz. 145 No. 367, Boberg.

F451.4.1.2. *Dwarfs live in underground castle.* German: Kapff 44.
FT21.5. Subterranean castle.

F451.4.1.3. *Dwarfs live in luxurious underground palace.* German:
Pröhle Harzsagen No. 137 III.

F451.4.1.4. *Dwarfs live in underground passage.* German: Schöppner I 264 No. 271.

F451.4.1.5. *Dwarf home is underground, beneath cow stable.* (Cf.
F451.4.4.3.) Finnish-Swedish: Wessman 46 No. 387; German: Findelsen
No. 5.

F451.4.1.6. *Dwarfs undermine lowlands for homes.* German: Haas Greifswald 39 No. 42.

F451.4.1.7. *Entrance to dwarf home leads through some filthy place
under the swill hole or swill tub.* German: Haas Greifswald. 36 No.
39, 38 No. 40.

F451.4.1.8. *Dwarfs live in the high banks of the seashore.* German: Haas
Grimmen 46 No. 54.

F451.4.1.9. *Burial places (barrows, howes) as homes of dwarfs.* *Gould
Scandinavian Studies and Notes IX 190; Icelandic: *Boberg; Danish:
Kristensen Danske Sagn I (1892) spec. 151ff., (1928) 107ff.

EE81.3.1. *Abode of the dead in hills, barrows.* F455.1. Trolls live in howe
(barrow, grave). VI.11. Hill worship.

F451.4.1.10. *Snow melts above dwarf's dwelling.* Finnish-Swedish: Wess-
man 46 No. 385; Icelandic: *Boberg.

FT59.3. Hill on which snow always melts.

F451.4.1.11. *Dwarfs live in hills and mountains.* Icelandic: MacCulloch
Eddic 267—70.

F451.4.1.12. *Dwarfs live in stones.* (Cf. F451.3.2.1.1.) *Fb "sten" III 552b;
Icelandic: MacCulloch Eddic 265, 268—70, *Boberg; Danish: Schmidt
DF XXXIX 27, 108ff.

F451.4.2. *Dwarfs have homes above the ground.*

F451.4.2.1. *Dwarfs live in a cliff.* Icelandic: MacCulloch Eddic 269, *Bo-
berg; German: Eckart 20, 22; Pröhle Harz. No. 269.

F451.4.2.2. *Dwarfs live in ravines.* German: Haas Grimmen 46 No. 54.

F451.4.2.3. *Dwarfs live in a forest.* German: Pröhle Unterharz. 171 No.
453, Kapff 44.

F451.4.2.4. *Dwarfs live in a church.* German: Pröhle Unterharz. 112 No.
294.

F451.4.2.5. *Dwarf king lives in a mill.* German: Pröhle Unterharz. 145 No. 368.

F451.4.2.6. *Dwarfs seen on a mountain.* Finnish-Swedish: Wessman 47 No. 393.

F451.4.3. *Description of dwarf home.*

F451.4.3.1. *Dwarf cave closed by iron doors.* German: Karstens-Goslar 135.

F451.4.3.1.1. *Dwarfs' rock closed by rock-door.* Icelandic: MacCulloch Eddic 269.

F451.4.3.2. *Dwarf cave has large square room with little doors leading to all sides.* German: Schöppner I 186 No. 184.

F451.4.3.3. *Dwarf cave has ceiling of mineral white as snow.* German: Eckart 22.

F451.4.3.4. *Dwarf home has chandelier of crystals and gems.* (Cf. F420.2.1.) German: Eckart 22.

F451.4.3.5. *Floors in dwarf home are covered with pine twigs.* German: Eckart 22.

F451.4.3.6. *Dwarfs' castle of gold.* Icelandic: MacCulloch 319, 265.

F451.4.3.7. *Magic flower opens dwarf home.* German: Beckstein 6, Winckler 34 No. 24, Karstens-Goslar 41, Schöppner I 165 No. 158.

F451.4.3.8. *Dwarfs' house of reeds.* German: Grimm Nos. 55, 163, 169.

F451.4.3.9. *Dwarfs' house covered with skin of fabulous six-legged animal.* Eskimo (Greenland): Rasmussen III 247.

F451.4.4. *Home of dwarfs is endangered or destroyed.*

F451.4.4.1. *Dwarfs resentful that mortals shoot at birds above Hibichenstein, because this crumbles away the cliff.* German: Eckart 22, Pröhle Harz. No. 137 III.

F451.4.4.2. *Thirty-Years War destroys home of dwarfs.* German: Eckart 22, Pröhle Harz. No. 137 III.

F451.4.4.3. *Dwarfs request that cow stable be moved because it is above their home and the seepage strikes their dining table.* (Cf. F381.7, F451.4.1.5.) Danish: Kristensen Danske Sagn I (1892) 325ff., (1928) 207ff.; German: Findiesen 3 No. 5; Icelandic: Boberg.

F451.4.4.3.1. *Dwarf wishes death to mortal who throws water on his dunghill home.* Eskimo (Greenland): Rasmussen I 254.

F451.4.5. *Government among dwarfs.*

F451.4.5.1. *Dwarfs are ruled by a king.* Irish myth: *Cross; German: Eckart 7, 20, 22, Ey 29, Kahlo Harz. 30 No. 51, Pröhle Harz. No. 137 II, MacCulloch Eddic 266, 271, 272.

F451.4.6. *In dwarf land sunrise is at midnight.* German: Eckart 7.

F451.5. *Dwarfs and human beings.*

F451.5.1. *Helpful dwarfs.* *Types 403, 709; BP I 450 ff.; Böcklen Sneewittchenstudien 84f.; BP I 99, Dickson 218. — Icelandic: MacCulloch

Eddic 270, 272, *Boberg; Danish: Kristensen Danske Sagn I (1892) 53ff., 437—38, (1928) 47ff.; German: Eckart 79, Ey 29, Haas Grimmen 46 No. 54, Haas Greifswald 36 No. 39, Bindewald 56, 84, Kapff 45; Spanish: Boggs FFC XC 41 No. 301; Africa (Gold Coast): Barker and Sinclair 63 No. 9.

N810. Supernatural helpers. P271.3. Dwarf as foster father.

F451.5.1.1. Dwarf as godfather. Swiss: Jegerlehner Oberwallis 308 No. 4. N811. Supernatural godfather. S224. Child promised to devil for acting as godfather.

F451.5.1.2. Dwarfs adopt girl as sister. *Type 709; BP I 450ff.; *Böcklen Sneewittchenstudien 94ff.

F451.5.1.3. Dwarfs make new golden hair for woman. Norse: De la Saussaye 239 (Sif, Thor's wife).

F451.5.1.4. Dwarfs' gold. Seemingly worthless gift given by dwarfs turns to gold. *Type 503; Feilberg DF V 50, 75, 99; Grimm Deutsche Myth. I 228f., 400— Danish: Kristensen Danske Sagn I (1892) 344ff., (1928) 221ff.; German: Eckart 7, 20, 27, 78, Schöppner I 189 No. 163, I 180 No. 175, Bechstein 6, Winckler 34 No. 24, Sieber 63, Kahlo Harz. 26 No. 47, Pröhle Harz. No. 137 II; Russian: Ralston Songs of the Russian People 159; Swiss: Jegerlehner Oberwallis 303 No. 23, 308 Nos. 2, 4, 326 No. 2; French: Sébillot France I 259; Indonesian: Voorhoeve 116 No. 93.

D451.1. Transformation: objects to gold. F561.15.4. Wild huntsman repays with leaves (shavings) that turn to gold. F424.1. Fairies give woman silver spoons. F420.5.1.7.2. Seemingly worthless gifts of water-spirits turn to gold. F531.5.5. Giants repay loan with large interest, Cask of gold for ale, etc. F531.5.6. Giants' magic gifts return to original form in hands of men. N558. Raised treasure turns into charcoal (shavings). If one takes it along it will turn back into gold.

F451.5.1.5. Money or treasure given by dwarfs. (Cf. F420.5.1.7.1.) Irish myth: Cross; Icelandic: MacCulloch Eddic 268; Finnish-Swedish: Wessman 46 No. 386; German: Haas Greifswald 38 No. 40, 40 No. 44, Bindewald 188, Pröhle Harz. No. 137 III, No. 168 I, No. 220 II, Schöppner I 165 No. 158, Ey 29.

F451.5.1.5.1. Dwarf king turns mill which produces gold. Krappe Revue Archéologique (1931) 142ff.

F531.5.10.2. Giant maidens grind gold, peace, soldiers, salt, etc. on large stone mill ("Grotti"). F871. Sampo. One side flour mill; one, salt mill; one, mill for coining money.

F451.5.1.6. Other gifts from dwarfs. Boberg DF XLVI 49ff.; Icelandic: MacCulloch Eddic 267 (sword), 272, *Boberg; Dutch: Sinninhe FFC CXXXII 57ff. No. 71—105; German: Pröhle Unterharz. 150 No. 379, Karstens-Goslar 155, Ey 9, Kahlo Harz. 67 No. 107, Bechstein 6, Winckler 34 No. 24; Eskimo (Greenland): Rasmussen III 241, Rink 185, 463.

D817.12. Magic object received from dwarf. D817.1.1. Magic object received from dwarf in return for rescue of child or kindness to child.

F451.5.1.6.1. Dwarfs' gifts cease when mortal betrays the source. (Cf. C420, F248.5.) Eskimo (Greenland): Rink 463.

F451.5.1.7. Dwarfs serve mortals. Irish myth: *Cross; Icelandic: Boberg; German: MacCulloch Eddic 270, Haas Greifswald 36 No. 39, Schöppner I 264 No. 271, I 354 Nos. 35, 35¹, Pröhle Harz. No. 137 II, No. 229, Sieber 60, 283, Kapff 45.

F451.5.1.8. Dwarf serves king sleeping in mountain (*Kyffhäuser*). Bechstein II 1, 6, 8, 9, Förstner Kyffhäuser 7, 9, 18f., 21f., Kahlo Harz. 51 No. 86, 71 No. 112.

A371. Culture hero asleep in mountain. D1960.2. King asleep in mountain.

F451.5.1.9. *Dwarfs direct mortals to treasure.* Kahlo Harz. 54 No. 91, 67
No. 107, 69 No. 109, Karstens-Goslar 122.
N500. Treasure trove.

F451.5.1.10. *Dwarfs heal (give medicine).* Icelandic: *Boberg; German:
Kahlo Harz. 26 No. 47, Kapff 44, Sieber 283, Eckhart 20.
F531.6.5.3. Giant has wound-healing balm.

F451.5.1.11. *Dwarfs lend to mortals.* Danish: Kristensen Danske Sagn
(1892) 19ff., (1928) 91ff.; German: Pröhle Harz Nos. 189, 269, Pröhle
Unterharz. 145 No. 367.

F451.5.1.12. *Dwarf moves mortal's castle from one mountain to another.*
German: Kahlo Harz. 55 No. 92.

F451.5.1.13. *Dwarf washes, combs, and braids hair for sleeping maids.*
German: Hohaus 123.

F451.5.1.14. *Dwarf conducts shepherd to hell to collect debt from nobleman.* German: Sieber 100.
F81. Descent to hell.

F451.5.1.15. *Dwarfs warm heath by underground fire.* Karstens-Goslar
103.

F451.5.1.16. *Dwarf king prevents a father from shooting his son.* Pröhle
Harz. No. 137 III.

F451.5.1.17. *Dwarfs protect the forest.* Pröhle Harz. No. 137 II.

F451.5.1.18. *Dwarfs teach mortals.* Icelandic: MacCulloch Eddic 267, *Boberg.

F451.5.1.19. *Dwarfs help human beings with spinning.* Type 500; Icelandic:
MacCulloch Eddic 271.
F451.3.4.6. Dwarfs spin.

F451.5.1.20. *Dwarfs help in performing task.* German: Grimm Nos. 13, 55,
64, 91.
H870. Help in performing task.

F451.5.1.21. *House of dwarf's friend spared in fire.* Dutch: Sinninghe FFC
CXXXII 57 No. 83.

F451.5.2. *Malevolent dwarf.* *Type 301; BP II 301ff.; Icelandic: MacCulloch
Eddic 269ff., *Boberg; Danish: Kristensen Danske Sagn I
(1892) 393ff., (1928) 249ff.; German: Bindewald 87.

F451.5.2.1. *Ungrateful dwarf.* *Type 426; Swiss: Jegerlehner Oberwallis
326 No. 23.

F451.5.2.2. *Dwarfs steal from human beings.* Fb "kage" II 72a; Gaster
Oldest Stories 156. — Icelandic: *Boberg; Danish: Kristensen Danske
Sagn I (1892) 129ff., (1928) 93ff., II (1893) 34ff., (1928) 23ff.; Swiss:
Jegerlehner Oberwallis 308 No. 1, 326 No. 23; German: Pröhle Harz.
No. 220 I, No. 269, Pröhle Unterharz. 112 No. 291, Sieber 61f., Eckart
7, 27, 79, Karstens-Goslar 102.
F365. Fairies steal.

F451.5.2.2.1. *Dwarfs steal magic objects.* Icelandic: *Boberg.
D861. Magic object stolen.

F451.5.2.2.2. *Dwarfs steal food and drink.* Dutch: Sinninghe FFC
CXXXII 56 No. 70.

F451.5.2.3. *Dwarfs exchange children in cradle.* Norse: MacCulloch Eddic 272; Danish: Kristensen Danske Sagn I (1892) 294ff., (1928) 186ff.; German: Haas Greifswald 36 No. 39, 40 No. 43, Sieber 60, Pröhle Harz. Nos. 189, 220 I, 207, 269, Pröhle Unterharz. 145 No. 368.
 F321.1. *Changeling.* Fairy steals child from cradle and leaves fairy substitute.

F451.5.2.3.1. *Father given carved wooden image in lieu of son stolen by dwarfs.* Eskimo (Greenland): Rasmussen I 110.

F451.5.2.4. *Dwarfs kidnap mortals.* (Cf. F420.5.2.2 and cross-references there given.) Icelandic: MacCulloch Eddic 269f., 272, *Boberg; Danish: Kristensen Danske Sagn I (1892) 228ff., (1928) 162ff.; German: Eckart 80, Pröhle Harz. No. 229; Eskimo (Greenland): Rink 278, 446.

F320. Fairies carry people away to fairyland.

F451.5.2.5. *Dwarfs interfere with mortal's work (destroy buildings, crops, etc.)* (Cf. F420.5.2.5.) *Fb "dvaerg" I 220; Danish: Kristensen Danske Sagn I (1892) 437—38; German: Karstens-Goslar 103, Pröhle Unterharz. 113 No. 297.

F451.5.2.6. *Dwarfs punish.* Icelandic: Boberg; Danish: Kristensen Danske Sagn (1892) 156ff., (1928) 171ff.; Dutch: Sinninhe FFC CXXXII 55 No. 65; German: Sieber 61f., 283, Winckler 43 No. 36, Karstens-Goslar 41, Kahlo Harz. 30 No. 51, Förstner Kyffhäuser 22, Kapff 45; Eskimo (Mackenzie Area): Jenness 84.

Q212.1. Theft from dwarf (witch) revenged.

F451.5.2.7. *Dwarfs play pranks.* Gaster Oldest Stories 156; German: Bindewald 87, Pröhle Harz. No. 137 II, Kahlo Harz. 30 No. 51, Karstens-Goslar 102, 103.

F451.5.2.8. *Dwarfs threaten mortals.* German: Eckart 69, Pröhle Harz. No. 229.

F451.5.2.9. *Dwarfs scold mortals.* German: Beckstein 6, Winckler 34 No. 24.

F451.5.2.10. *Dwarfs frighten mortals.* German: Eckart 7, Bindewald 84, Kapff 44.

F451.5.2.11. *Dwarfs attack soldier.* German: Pröhle Harz. No. 137, Findeisen 39 No. 43.

F451.5.2.12. *Dwarf takes back gifts he gave.* German: Schöppner I 264 No. 271.

F451.5.2.13. *Dwarfs curse weapons and treasures which they are forced to give (or which the receiver does not appreciate).* Icelandic: MacCulloch Eddic 268, *Boberg.

F451.3.2.1.1. *Dwarf hindered from getting into his stone before sunrise till he promises to do what hero demands (especially forge weapons).* M470. *Curses on objects.* N501. *Curse on treasure.*

F451.5.2.14. *Dwarfs demand gifts.* Dutch: Sinninhe FFC CXXXII 56 No. 69.

F451.5.3. *Dwarfs are ancestors of mortals.* German: Haas Greifswald 40 No. 43.

F451.5.3.1. *Crippled mortals are of dwarf ancestry.* German: Pröhle Harz. No. 187.

F451.5.4. *Mortal goes to land of dwarfs.* Type 963*: German: Pröhle Harz. Nos. 137 III, 168 I, II, 229, Eckart 22, 78, 80, Schöppner I 186 No. 184; Eskimo (Greenland): Rasmussen III 241.

F451.5.4.1. *Ghost conceals herself with dwarfs.* Tobler 66.

F451.5.4.2. *Dwarfs suspend large millstone on thin thread over head of mortal,* to show what anguish dwarfs felt when mortal endangered their lives. Danish: Kristensen Danske Sagn I (1892) 337ff.; Lithuanian: Indogermaische Forschungen XXXV 124 No. 18; German: Haas Greifswald. 38 No. 40.

F451.10.21. *Dwarfs kill giantess by dropping millstone on her head.*
F332.2. *Sword of Damocles.* K312.1. Giant's (giantess's) head cut off as he (she) looks out.

F451.5.4.3. *Enchanted princess lives with dwarfs.* German: Pröhle Harz. No. 175 I.

F451.5.5. *Dwarfs have human woman as midwife.* Danish: Kristensen Danske Sagn I (1892) 330ff., (1928) 210ff.; Icelandic: MacCulloch Eddic 272; Swiss: Jegerlehner Oberwallis 308 No. 2, 326 No. 2; German: Kahlo Harz. 54 No. 91.

F372.1. *Fairies take human midwife to attend fairy woman.* F420.5.3.2.
Water-spirit calls human midwife. T564. Parturition.

F451.5.6. *Dwarfs have mortal god-parent.* (Cf. F420.5.3.3.) German: Haas Greifswald. 38 No. 40, Eckart 78.

F451.5.7. *Dwarfs visit mortal's home.* German: Karsten-Goslar 122, Sieber 61, Pröhle Harz. Nos. 137 IV, 229, Bindewald 87.

F451.5.7.1. *Dwarf wants to warm self at fire.* German: Sieber 61; Breton: Sébillot Incidents s.v. "nain".

F266. Fairies warm themselves. F441.2.1.1. Wood nymph comes to the fire to warm.

F451.5.8. *Dwarfs associate with mortals.* Danish: Kristensen Danske Sagn I (1892) 40ff., 266ff., (1928) 37ff., 179ff.; German: Schöppner I 186 No. 184, Kapff 45; Pröhle Harz. No. 187; Eskimo (Bering Strait): Nelson RBAE XVIII 480, (West Hudson Bay): Boas BAM XV 167.

F451.5.8.1. *Dwarf follows countess around like a little dog.* German: Bindewald 83.

F451.5.9. *Dwarfs and Christianity.* (Cf. F420.5.3.4. and cross-references there given. Cf. also F451.9.1.6.) Icelandic: MacCulloch Eddic 271.

F451.5.9.1. *Dwarfs fear the cross.* German: Karstens-Goslar 155, Findeisen 3 No. 5.

F451.5.9.2. *Dwarfs dislike singing of hymns.* German: Karstens-Goslar 155.

F451.5.9.3. *Dwarfs dislike church bells.* German: Haas Grimmen 46 No. 54, Karstens-Goslar 103, 155.
G304.2.4.1. *Trolls cannot endure churchbells.* V115. Churchbells.

F451.5.9.4. *Dwarfs regard Day of St. John the Divine.* German: Schöppner I 164 No. 157, 165 No. 158.

F451.5.9.5. *Dwarf seeks to enter church.* *Fb "dværg" I 220.

F451.5.9.6. *Murder causes dwarf to lose his soul.* (Cf. E700.) Eskimo (Greenland): Rasmussen III 240.

F451.5.10. *Business relations of dwarfs and mortals.* Icelandic: *Boberg.

F451.5.10.1. *Dwarfs accept remuneration.* German: Karstens-Goslar 135, 155, Sieber 283, Eckart 67, Fröhle Harz. No. 229, Kapff 45.

F451.5.10.2. *Dwarfs object to rewards.* (Cf. F451.5.10.9.) German: Schöppner I 354 No. 351, Fröhle Unterharz. 150 No. 379.

F451.5.10.3. *Dwarfs borrow from mortals.* Danish: Kristensen Danske Sagn I (1892) 116ff., (1928) 90ff.; Boberg DF XLVI 38ff.; Dutch: Sinninghe FFC CXXXII 56 No. 68; German: Eckart 78, Schöppner I 186 No. 184, Findeisen 39 No. 43.

F451.5.10.3.1. *Dwarf borrows sledge.* Lithuanian: Balys Legends Nos. 587—590.

F451.5.10.4. *Dwarfs return what they borrow.* Boberg DF XLVI 38ff.; Danish: Kristensen Danske Sagn I (1892) 116ff., (1928) 90ff.; German: Schöppner I 186 No. 184; Eckart 78.

F451.5.10.5. *Dwarfs buy peas from mortals and pay more than they are worth.* German: Eckart 79, Schöppner I 186 No. 184.

F451.5.10.6. *Dwarfs pay for being ferried across water.* Danish: Kristen-sen Danske Sagn I (1892) 417ff., (1928) 256ff.; German: Karstens-Goslar 155.

F451.5. Dwarfs emigrate.

F451.5.10.7. *Mortal confiscates property of dwarfs.* German: Pröhle Harz. No. 137.

F451.5.10.8. *Dwarfs make promises with mental reservations.* German: Eckart 7.

F451.5.10.9. *Ausgelohnt.* When dwarfs are paid in full for their work they cease helping mortals. *Hdwb. d. Märch. s.v. "Ausgelohnt"; Danish: Kristensen Danske Sagn II (1893) 96ff., (1928) 70ff.; Finnish-Swedish: Wessman 40 No. 326; Lithuanian: Balys Index No. 3490.

F451.5.10.9.1. *Fairy leaves when he is given clothes.* F420.5.1.8. Water-spirits work as servants for mortal but disappear when compensation is offered or origin suspected.

F451.5.11. *Dwarfs suffer abuses by mortals.* German: Schöppner I 264 No. 271, Pröhle Harz. No. 269, Haas Greifswald. 38 No. 40, Eckart 69, Sieber 61, Ey 29.

F451.5.12. *Dwarfs thwart efforts of mortals to get additional favors.* German: Eckart 7.

F451.5.12.1. *Mortals, informed by those benefited, seek dwarf abode in vain.* German: Kahlo Harz. 69 No. 109.

N471. Foolish attempt of second man to overhear secrets (from animals, demons, etc.).

F451.5.13. *Dwarfs exact promise from mortals.* German: Karstens-Goslar 41, Eckart 22.

F451.5.14. *Dwarfs tease mortals.* German: Kapff 44, Pröhle Unterharz. 145 No. 368.

F482.5.2. Brownies tease.

F451.5.15. *Dwarfs give riddles and questions to mortals.*

F451.5.15.1. *Dwarf promises mortal much money if he will guess his name.* German: Haas Greifswald. 40 No. 44.

C432.1. Guessing name of supernatural creature gives power over him.
H521. Test: Guessing unknown propounder's name.

F451.5.15.2. *Dwarf makes return of child dependent upon guessing of riddle.* German: Pröhle Harz. No. 220 I.
 H540.1. Supernatural creature propounds riddles.

F451.5.15.3. *Dwarf suitor desists when unwilling maiden guesses his name.* (Cf. C432.1.) German: Haas Greifswald. 38 No. 41.
 F381.1. Fairy leaves when he is named.

F451.5.16. *Dwarfs dislike human vices.* German: Sieber 61, Schöppner I 186 No. 184, Pröhle Harz. No. 269, Pröhle Unterharz. 113 No. 298, Karstens-Goslar 135, Förstner Kyffhäuser 22, Winckler 43 No. 36.

F451.5.17. *Dwarfs invisibly attend wedding or christening feasts of mortals.* (Cf. F451.3.3.8.) Icelandic: *Boberg; Danish: Kristensen Danske Sagn I (1892) 135ff., (1928) 96ff.; German: Pröhle Harz. No. 229, Pröhle Unterharz. 145 No. 368.

F451.5.17.1. *Invisible dwarfs at christening feast made to speak by brewing beer in egg-shell.* (Cf. F321.1.1.1, F481.4.) German: Pröhle Harz. No. 229.

F451.5.18. *Dwarf loves mortal girl.* (Cf. F420.6.1 and cross references, F451.5.15.3.) Icelandic: MacCulloch Eddic 270, 272, Boberg; Swiss: Jegerlehner Oberwallis 322 No. 86; German: Haas Greifswald. 36 No. 39, 38 No. 44.
 F420.6.2.3. Water-maiden is wooed by dwarf.

F451.5.18.1. *Dwarf promises money and property to mortal father for hand of daughter.* German: Haas Greifswald. 38 No. 41.
 S221.1. Bankrupt father sells his daughters in marriage to animals.

F451.5.19. *Dwarfs are bashful or timid.* Danish: Kristensen Danske Sagn I (1892) 44ff., (1928) 41ff.

F451.5.19.1. *Dwarf stays away from house after maid tries to catch and kiss him.* German: Hohaus 123.

F451.5.20. *Dwarfs give orders to mortals.* German: Pröhle Unterharz 113 No. 298, Findeisen 39 No. 43.

F451.5.21. *Six dwarfs listen to singing by confirmed children.* German: Kapff 45.

F451.5.22. *Expelled dwarfs plan to dig underground bed for Rhine.* Swiss: Jegerlehner Oberwallis 303 No. 23.
 F271.2. Fairies excavate passage.

F451.5.23. *Dwarfs seek human help in their fights and troubles.* Icelandic: Sveinsson FFC LXXXIII xxxviii—xli; German: MacCulloch Eddic 272.
 A187.2. Mortal as umpire of quarrel between gods. D632, Magic object acquired by acting as umpire for fighting heirs.

F451.6. *Other actions of dwarfs.*

F451.6.1. *Dwarf caught by beard in cleft of tree.* (Cf. F451.2.3.1.) *Type 426; BP III 260; Breton: Sébillot Incidents s.v. "nain".

F451.6.2. *Dwarf rides.*

F451.6.2.1. *Dwarf rides on a hare.* Köhler-Bolte I 545.

F451.6.2.2. *Dwarf rides through air on wooden horse.* Dickson 217.
 D1626.1. Artificial flying horse.

F451.6.2.3. *Dwarfs are taken for hussars because they ride little horses.* (Cf. F451.7.5.) German: Pröhle Unterharz. 112 No. 294.

F451.6.2.4. *Dwarfs try to kill serpent.* French Canadian: Sister Marie Ursule.

F451.6.3. *Dwarfs have festivities.* Irish myth: *Cross.

F451.6.3.1. *Dwarfs feast mortals in their home.* German: Eckart 22, Ey 29, Pröhle Harz. No. 137 III, No. 168 I, Haas Greifswald. 38 No. 40.

F451.6.3.2. *Dwarfs celebrate weddings and christenings of their own.* (Cf. F451.6.5.) Danish: Kristensen Danske Sagn I (1892) 62ff., (1928) 54ff.; Finnish-Swedish: Wessman 45 Nos. 375—376; German: Pröhle Harz. No. 229, Haas Greifswald. 38 No. 40.

F451.6.3.3. *Dwarfs have music.* Irish myth: *Cross; Icelandic: Mac-Culloch Eddic 270—71; Danish: Kristensen Danske Sagn I (1892) 189ff., (1928) 133ff.; German: Eckart 22, Sieber 62, Pröhle Harz. No. 229, Pröhle Unterharz. 171 No. 453.

F451.6.3.3.1. *Dwarf musician (poet).* Irish myth: *Cross.

F451.6.3.4. *Dwarf dances.* *Fb "danse" IV 93a; Danish: Kristensen Danske Sagn I (1892) 193ff., (1928) 137ff.; Dutch: Sinninthe FFC CXXXII 58 No. 92; German: Sieber 62.
F261. Fairies dance, F455.3.2. Trolls dance. F460.3.1. Mountain-folk dance. F531.6.1. Giants dance.

F451.6.3.5. *Dwarfs play in the moonlight.* Danish: Kristensen Danske Sagn I (1892) 36ff., (1928) 33ff.; German: Haas Greifswald. 38 No. 41.

F451.6.3.6. *Dwarfs hold church services.* German: Schöppner I 165 No. 158.
G243. Witch's sabbath.

F451.6.4. *Dwarfs fight with each other.* German: Ey 29, Pröhle Unterharz. 112 No. 294.

F451.6.5. *Dwarfs wed.* (Cf. F451.6.3.2.) Irish myth: *Cross (F451.3.17); German: Karstens-Goslar 122, Kahlo Harz. 30 No. 51.
H1381.3.1.3. Quest for bride for dwarf.

F451.6.6. *Dwarfs laugh.* German: Karstens-Goslar 122.

F451.6.7. *Dwarfs weep.* German: Förstner Kyffhäuser 17.

F451.6.8. *Dwarfs become angry.* German: Haas Greifswald 38 No. 41.

F451.6.9. *Dwarfs dig for treasures.* German: Findeisen 3 No. 5.
N550. Unearthing hidden treasure.

F451.6.10. *Frau Holle lives with dwarfs.* (Cf. F475.1.) German: Pröhle Harz. No. 230.

F451.6.11. *Dwarfs betray.* German: Sieber 61.

F451.6.12. *Dwarf king Hibich comes to surface every 500 years.* German: Pröhle Harz. No. 137 II.
F252.1. Fairy king.

F451.6.13. *Dwarf carries his knocked-off leg on his shoulder.* German: Sieber 61.

F451.6.14. *Dwarfs flee to caves for protection.* German: Karstens-Goslar 102.

F451.7. *Possessions of dwarfs.* Irish myth: *Cross.
D801.1. Magic objects possessed by evil dwarf.

F451.7.1. *Dwarfs possess treasure* (gold, jewels, etc.). Icelandic: MacCulloch Eddic 270; Danish: Kristensen Danske Sagn I (1892) 172ff., (1928) 221ff.; German: Eckart 22, Schöppner I 164 No. 157, Pröhle Harz. No. 137 IV, Haas Greifswald. 36 No. 39, 38 No. 40.

F451.7.2. *Dwarfs have ovens.* Boberg DF XLVI 16ff.; German: Schöppner I 186 No. 184.

F451.7.3. *Dwarfs have little lanterns.* German: Winckler 56 No. 57.

F451.7.4. *Dwarf king has silver miner's torch bright as the sun.* German: Pröhle Harz. No. 137 II.

F451.7.5. *Dwarfs have little horses.* (Cf. F451.6.2.3.) Irish myth: *Cross; German: Pröhle Unterharz. 112 No. 294.
F241.1. Fairies' horses.

F451.7.6. *Dwarfs have cattle, steeds and wagons.* Danish: Kristensen Danske Sagn I (1892) 31ff., (1928) 32ff.; German: Karstens-Goslar 122.

F451.8. *Names for dwarfs.* **Gould PMLA XLIV 939.

F451.8.1. *Common names for dwarfs.* German: Haas Grimmen 3, 46 No. 54, Haas Greifswald. 36 No. 39, 38 Nos. 40, 41, Nos. 43, 44, Karstens-Goslar 135, 155, Schöppner I 165 No. 158, I 169 No. 163, I 264 No. 271, I 354 No. 351, Ey 9, 29, Bindewald 83, 87, 142, 188, Findiesen 3 No. 5, 39 No. 43, Kappf 44, 45, Hohaus 123, Eckart 27, 67, 78ff., Bechstein 6.

F451.8.2. *Proper names for dwarfs.* Icelandic: Snorra Edda Gylf. XIV, *Boberg, MacCulloch Eddic 264, 269-70; German: Eckart 20, 22, Pröhle Harz. No. 137 II, III, Pröhle Unterharz. 145 No. 368, Haas Greifswald. 38 No. 41, 40 No. 44.

F451.9. *Dwarfs emigrate.* Danish: Kristensen Danske Sagn I (1892) 417ff., (1928) 256ff.; Dutch: Sinninghe FFC CXXII 59 Nos. 103-105.

F451.9.10.6. Dwarfs pay for being ferried across water.

F451.9.1. *Why dwarfs emigrate.*

F451.9.1.1. *Dwarfs emigrate because mortals put caraway seeds into bread.* German: Sieber 61.

F451.9.1.2. *Dwarfs emigrate because mortals are false.* German: Pröhle Unterharz. 113 No. 298.

F451.9.1.3. *The three sevens in 1777 drive dwarfs out of the land.* German: Pröhle Harz. No. 60.

Z71.2. Formalistic number: seven.

F451.9.1.4. *Dwarfs emigrate because of industrial development.* German: Schöppner I 186 No. 184.

F451.9.1.5. *Dwarfs promise to emigrate if captured dwarfs are released.* German: Sieber 62.

F451.9.1.6. *Dwarfs emigrate because Christianity offends them.* (Cf. F451.5.9.) German: Haas Grimmen 46 No. 54; Icelandic: Boberg.

F451.9.1.7. *Dwarfs emigrate because mortals tease them.* (Cf. F451.3.6.2.) German: Sieber 61.

F451.9.1.8. *Dwarfs emigrate because mortals object to their stealing.* German: Pröhle Harz. No. 269.

F451.9.1.9. *Dwarfs emigrate because they dislike peasants' dancing and loud music.* German: Karstens-Goslar 103.

F451.9.1.10. *Dwarfs emigrate because mortals curse.* German: Schöppner I 186 No. 184.

F451.9.1.11. *Dwarfs emigrate because mortals desecrate holy day.* German: Schöppner I 186 No. 184.

F451.9.1.12. *Dwarfs emigrate because of mortals' ingratitude.* German: Sieber 61.

F451.9.1.13. *Frederick the Great drove dwarfs across Black Sea.* German: Sieber 61.

F451.9.1.14. *Dwarfs forced to flee by deity.* Hawaii: Beckwith Myth 328.

F451.9.1.15. *Dwarfs emigrate when their king dies.* Dutch: Sinnenhe FFC CXXXII 59 No. 102.

F451.9.2. *The destination of emigrating dwarfs.*

F451.9.2.1. *Dwarfs emigrate to unknown place.* German: Karstens-Goslar 155.

F451.9.2.2. *Dwarfs emigrate to the Orient.* German: Kapff 44.

F451.9.3. *Dwarfs emigrate New Year's Eve of 1800 to return New Year's Eve of 1900.* German: Sieber 61.

F451.9.4. *As dwarfs emigrate each deposits coin into kettle for mortals.* German: Sieber 62.

F451.9.5. *Emigrating dwarfs are ferried across water.* (Cf. F451.5.10.6.) German: Karstens-Goslar 166.

F451.9.6. *Dwarfs emigrate unseen but heard.* (Cf. F455.5.1.) Dutch: Sinnenhe FFC CXXXII 59 No. 104; German: Sieber 62.

F451.10. *Dwarfs and other supernatural beings.*

F451.10.1. *Giants and heroes created for the protection and aid of dwarfs.* (Cf. F451.1.3.) German: MacCulloch Eddic 265.

F451.10.2. *Giants and dwarfs in contest.* Icelandic: MacCulloch Eddic 53.

F451.10.2.1. *Dwarfs kill giantess by dropping millstone on her head.* Icelandic: MacCulloch Eddic 53.

F451.5.4.2. *Dwarfs suspend large millstone on a thin thread.* K780. *Woman lured into the forest and captured.* K912.1. *Giant's (giantess's) head cut off as he (she) looks out.*

F451.10.3. *Dwarfs in love with other supernatural beings.* (Cf. F531.7.2.) Icelandic: MacCulloch Eddic 95, 123, 270 (Freyja); *Boberg.

F451.10.4. *Dwarfs make weapons and other precious objects for the gods.* (Cf. F451.3.4.2.) Icelandic: MacCulloch Eddic 266.

F455. *Trolls.* Sometimes underground spirits, sometimes also thought of as mountain-spirits. In many tales trolls are ogres. (Cf. G100, G400—G599.) *Fb "trold" III 852a; Scandinavian: **E. Hartmann Die Trollvorstellungen in den Sagen und Märchen der skandinavischen

Völker (Stuttgart, 1936); Icelandic: MacCulloch Eddic 285ff., Boberg; Norwegian: Solheim Register 18, 21; Finnish-Swedish: Wessman 60ff. G304. Troll as ogre.

F455.1. Home of trolls.

F455.1.1. Trolls live in howe (barrow, grave). *Fb "trold" III 852a; Icelandic: *Boberg.

E481.3.1. Abode of the dead in hills, barrows. F451.4.1.9. Burial places (barrows, howes) as homes of dwarfs.

F455.1.2. Trolls live in cliffs. Icelandic: **Boberg.

F455.2. Appearance of trolls. (Cf. G304.1.)

F455.2.1. Trolls the size of ten or twelve year old child. *Fb "trold" III 852a.

F455.2.2. Trolls are usually ugly, hideous, big and strong. Icelandic: *Boberg; Norwegian: Solheim Register 18, Hartmann 48, 52, 65.

F455.2.3. Trolls are black (dark). Hartmann 65; Icelandic: *Boberg. F527.5. Black man. G219.7. Black witch. G303.3.1.6. The devil as the black man.

F455.2.4. Trolls dressed in skins. Icelandic: *Boberg. F531.1.12. Giants dressed in skin.

F455.2.5. Troll in human form. Hartmann 70.

F455.2.5.1. Troll in human size. Hartmann 65.

F455.2.6. Trolls frightful. Hartmann 52.

F455.2.7. Troll with snout for nose. Hartmann 54.

F455.2.8. Troll in animal form (cat, dog, pig, hen). Hartmann 67, 70.

F455.2.9. Troll as whirlwind. Hartmann 73.

F455.2.10. Great age of trolls. Often centuries old. Hartmann 67. F571.2. Sending of the elder.

F455.3. Characteristic activities of trolls.

F455.3.1. Trolls skillful as smiths. *Fb "smed" III 402a; *Krappe Grin-kenschmied (Archiv für das Studium der neueren Sprachen und Literatur CLVIII [1930] 9—23).

F571.3. Fairies skillful as smiths. F451.3.4.2. Dwarfs as smiths.

F455.3.2. Trolls dance. *Fb "danse" IV 93b.

F261. Fairies dance. F451.6.3.4. Dwarf dances. F460.3.1. Mountain-folk dance. F471.1.1.2. Alps dance. F531.6.1. Giants dance. G247. Witches dance.

F455.3.3. Trolls ride.

F455.3.3.1. Troll rides on dog. Fb "hund" I 676b. G241.1.3. Witch rides on dog.

F455.3.3.2. Troll rides in whirlwind. (Cf. F455.2.9.) Fb "hvirvelwind" IV 232a. D1520.28. Magic transportation in whirlwind. F411.1. Demon travels in whirlwind.

F455.3.3.3. Trolls ride on men and cattle. Icelandic: *Boberg.

F455.3.4. Trolls spin and weave fine cloth. Hartmann 72.

F455.3.5. Trolls bake. Hartmann 71, *Boberg DF XLVI.

F455.3.6. Trolls go about at night. Hartmann 75.

F455.4. Possessions of trolls.

F455.4.1. Trolls' riches. Hartmann 70.

F455.4.1.1. Trolls' riches inside mountain. Hartmann 70.

F455.4.2. Trolls' food.
C211. Tabu: eating in other world.

F455.4.2.1. Trolls' food gives man supernatural strength. Hartmann 72.

F455.4.2.2. Trolls eat from golden dishes, but food is frogs and snakes. Hartmann 70.

F455.4.2.3. Trolls live on food humans have failed to bless. Hartmann 70.

F455.5. Visibility of trolls. (Cf. F235.)

F455.5.1. Trolls invisible but heard. (Cf. F412, F451.9.6.) Hartmann 69f.

F455.5.2. Invisible troll attends wedding and eats food. Hartmann 73.

F455.5.3. Trolls have cap of invisibility. (Cf. F451.3.3.8.) Hartmann 73.

F455.5.4. Certain persons can see trolls. (Cf. F235.3.) Hartmann 74.

F455.5.4.1. Animals can see trolls. (Cf. B733.) Hartmann 74.

F455.5.4.2. Trolls visible to unconfirmed children. Hartmann 83.

F455.5.4.3. Trolls seen through another's arm (or the like). (Cf. D1821.3.1, F235.6.) Hartmann 74.

F455.6. Trolls and men.

F455.6.1. Trolls' friendship with men. Hartmann 72.

F455.6.2. Trolls' lending and borrowing. Hartmann 72.

F455.6.2.1. Troll repays loan with costly or magic object. Hartmann 72.

F455.6.3. Trolls steal from humans. Hartmann 64, 73.

F455.6.3.1. Trolls steal fish at Christmas. Hartmann 57.

F455.6.4. Theft from troll.

F455.6.4.1. Troll's costly cup stolen. Hartmann 18, 70.

F455.6.4.2. Troll's treasure obtained by casting steel on it. Hartmann 20.

F455.6.5. Trolls visit men.

F455.6.5.1. Trolls visit people Christmas Eve. Hartmann 53f., 75.

F455.6.6. Trolls carry off people. (Cf. F320, F322.) *Hartmann 76, 86ff.; *Feilberg DF V.

F455.6.6.1. Stolen woman saved from trolls' dance. (Cf. F322.2.) Hartmann 118ff.

F455.6.7. *Trolls as changelings.* (Cf. F321.1.) Scandinavian: *Hartmann 76ff.; **Piaschewski *Der Wichtselbalg* (Breslau, 1935).

F455.6.8. *Trolls help men.*

F455.6.8.1. *Trolls help with grain harvest.* Hartmann 72f.

F455.6.9. *Trolls as the constant enemies of humans.* Icelandic: *Boberg.

F455.6.10. *People possessed by trolls.* Icelandic: *Boberg.

F455.7. *Trolls and Christianity.* (Cf. G304.2.4.1.)

F455.7.1. *Trolls flee before Christianity.* (Cf. F382) Hartmann 69.

F455.7.2. *Troll helpless before sign of Cross.* (Cf. D1766.1.) Hartmann 67.

F455.7.3. *Trolls may not utter holy names.* Hartmann 70.

F455.8. *Troll killed.*

F455.8.1. *Trolls turn to stone at sunrise.* (Cf. F531.6.12.2.) Norwegian: Solheim Register 18, Hartmann 68.

F455.8.2. *Trolls killed by lightning.* Hartmann 67.

F455.9. *Banning trolls.*

F455.9.1. *Certain persons can ban trolls.* Hartmann 74.

F455.10. *Recognizing trolls.*

F455.10.1. *Test of troll child.* Snake placed in dough she is to knead. She calls it "brother". Hartmann 81.

F455.11. *Offspring of trolls.* Icelandic: *Boberg.

F456. *Mine spirits. Gnomes.* (Cf. E336.) Eskimo (Greenland): Rink 279, 460.

F456.1. *Knockers (Tommy Knockers, spriggins).*

F456.1.1. *Origin of knockers or spriggins.*

F456.1.1.1. *Knockers as ghosts of Jews who crucified Christ and who were forced to work Cornish tin mines as punishment.* England: *Baughman.

F456.1.1.2. *Knockers as ghosts of giants who formerly lived in area.* England: Baughman.

F456.1.1.3. *Knockers as spirits of dead miners.* U.S.: *Baughman.

F456.1.2. *Actions of knockers.*

F456.1.2.1. *Malicious actions of knockers.*

F456.1.2.1.1. *Knockers bring ill luck if one whistles in the mine.* (Cf. G303.16.18.) England: Baughman.

F456.1.2.1.2. *Knockers hide tools of miners.* U.S.: Baughman.

F456.1.2.1.3. *Knockers tamper with dynamite fuses in mine.* U.S.: *Baughman.

F456.1.2.1.4. *Knockers kick rungs out of ladders, cutting off escape of trapped miners.* U.S.: Baughman.

F456.1.2.1.5. Knockers lame miners who bother them unduly. England: *Baughman.

F456.1.2.2. Helpful actions of knockers. England, U.S.: *Baughman.

F456.1.2.2.1. Knockers lead men to the richest lodes in the mines by knocking in those areas. England: *Baughman.

F456.1.2.2.2. Knockers do miner's work at night while he is gone. England: Baughman.

F456.1.2.2.3. Knockers test entries and supports by tapping them with hammers. U.S.: Baughman.

F456.1.2.2.4. Knockers appear to miners before accidents occur; the sight of one serves as a warning to leave mine. England, U.S.: *Baughman.

F456.1.2.3. Other actions of knockers.

F456.1.2.3.1. Knockers hold midnight mass deep in mines on Christmas Eve. (Cf. E492.) England: Baughman.

F456.1.2.3.2. Knockers (ghosts of Jews) are compelled to sing carols in mines at Christmastime. England: Baughman.

F456.1.2.3.3. Knockers refrain from work on Saturdays and other Jewish holidays. England: Baughman.

F456.2. Mining spirit: "Bluecap."

F456.2.1. Bluecap moves coal-tubs for miners. England: *Baughman.

F456.3. Mining spirit: "Cutty Soams".

F456.3.1. "Cutty" cuts cords by which miners pull tubs full of coal. England: *Baughman.

F456.4. Miscellaneous mine spirit motifs.

F456.4.1. Fairies operate coal mine. Wales: Baughman.

F460. Mountain-spirits. (Huldra.) See also F200—F399 (Fairies and Elves),

F420 (Water-spirits), and F451 (Dwarfs) for many common motifs. Meyer Altgermanische 101; *Fb "vætte" III 1122b, "dværg" I 220b, "høj" I 740a, and especially "bjærgmand" I 41b, 42a; Hdwb. d. Abergel. I 1071 s.v. "Berggæster"; *Wehrhan 80; Scandinavian: **Hartmann 35ff., 57, 64 ("huldra"); *Finnish-Swedish: Wessman 60ff. Nos. 513—564; Slovenian: *L. Kratzenbacher Germanische Mythen in der epischen Volksdichtung der Slowenen (Graz, 1941) 28—35; India: Thompson-Balys.

C42. Tabu: offending mountain spirits. C311.1.3. Tabu: looking at mountain-folk. F405.7. Spirit leaves on report of death. F451. Dwarf as underground spirit. F455. Trolls. Sometimes underground spirits; sometimes also thought of as mountain spirits. F331.6.2.1. Giants live in mountains and caves. N511.3.1. Treasure of mountain spirit.

F460.0.1. Mountain spirits as souls of dead. Finnish: Holmberg Finno-Ugric 76.

E424. Revenant as dwarf.

F460.1. Appearance of mountain men.

F460.1.1. Mountain-man in animal shape. Finnish-Swedish: Wessman 60 No. 517.

E423. Revenant in animal form. E610. Reincarnation as animal. F420.1.3. Water-spirits in animal form.

F460.1.1.1. *Mountain-man in shape of hog.* Fb "svin" III 676a.
D136. Transformation: man to swine. E423.1.5. Revenant as swine. E611.3.
Man reincarnated as swine. F480.1. House-spirit in form of sow.

F460.1.2. *Mountain-wife has breasts so long that she throws them over her shoulder.* (Cf. F232.2, F441.2.1.2, F531.1.5.1, G123.) Fb "patte" II 791b; Scandinavian: Hartmann 38.

F460.1.3. *Mountain-man carries shears at side like sword.* Fb "saks" III 143a.

F460.1.4. *Dress of mountain-men.* *Fb "bjærgmand" IV 41b.

F460.1.4.1. *Mountain-men in white caps.* Fb "hvid" I 700b.

F460.1.4.2. *Mountain-men in red caps.* (Cf. F236.3.2., F451.2.7.1.) Fb "lue" II 455.

F460.1.4.3. *Huldra-woman's cap.* Norwegian: Solheim Register 19.

F460.1.5. *Huldra-women have cow's tails.* (Cf. F232.8, F518, F531.1.6.14.) Norwegian: Hartmann 37.

F460.1.6. *Huldra-men with long teeth and nose.* Norwegian: Hartmann 37.

F460.1.7. *Huldra invisible.* Hartmann 37.

F460.2. *Characteristics of mountain-men.*

F460.2.1. *Mountain-folk afraid of thunder.* Fb "torden" III 824b.

F460.2.2. *Mountain-folk ride through air on horses.* Fb "luftrejse" II 457a.
B41.2. Flying horse. D2135. Magic air-journey.

F460.2.3. *Mountain-men cannot enter house till light is quenched.* Fb "lys" II 480b.

F460.2.4. *Mountain-man has stack of butter before his door.* Fb "smör" III 413b.

F460.2.5. *Huldra have lake.* Norwegian: Solheim Register 19.

F460.2.6. *Huldra live like people. Have own churches, king, soldiers, etc.* Hartmann 37.

F460.2.8. *Huldra have drum.* Norwegian: Solheim Register 19.

F460.2.9. *Huldra have cattle.* (Cf. F241.2.) Norwegian: Solheim Register 19.

F460.2.10. *Huldra have drinking-horn.* Norwegian: Solheim Register 19.

F460.2.11. *Huldra tend herds in mountains.* Hartmann 35.

F460.2.12. *Mountain-man must die six times to be dead.* Eskimo (Greenland): Rasmussen II 273.

F460.2.13. *Huldra sing songs.* Norwegian: Hartmann 35, 37.

F460.2.14. *Mountain spirits eat raw food.* Mono-Alu: Wheeler 6f., 18, 19, 32, 34, 39, 41, 42, 46, 49, 51, 52, 60, 61, 188.

F460.2.15. *Mountain spirits change sex at will.* (Cf. D10.) Buin: Wheeler 19, 51.

F460.3. *Amusements of mountain-folk.*

F460.3.1. *Mountain-folk dance.* *Fb "danse" IV 93a; Swiss: Jegerlehner Oberwallis 302 No. 2.
F261. Fairies dance. F451.6.3.4. Dwarf dances. F455.3.2. Trolls dance.

F460.3.2. *Mountain-men play games.* Hartland Science 166ff., 178; cf. Irving's Rip Van Winkle.

F460.4. *Relation of mountain-men and human beings.*

F460.4.1. *Mountain-girl marries mortal man.* Supernaturally strong man as offspring. Fb "döjs" I 229b; Kristensen Danske Sagn I (1928) 282-283.

B81.2. Mermaid marries man. F300. Marriage or liaison with fairy. F611.1. Strong man's birth. T110. Unusual marriage.

F460.4.1.1. *Mountain-men as lovers of herding-girls.* Norwegian: Hartmann 37.

F460.4.1.2. *Mountain woman has sex relations with man.* Norwegian: Hartmann 104ff.; Solheim Register 19.

F460.4.1.2.1. *Child from dreamed sex relations with mountain-woman.* Hartmann 121 (cf. Ibsen's Peer Gynt).

F460.4.2. *Helpful mountain-men.* Norwegian: Hartmann 35.
N810. Supernatural helpers.

F460.4.2.1. *Mountain-spirits help build palace.* Chinese: Werner 181.

F460.4.2.2. *Money left on hill to repay helpful mountain-men.* *Fb "penge" II 803a.

F460.4.2.3. *Mountain-spirit teaches hero swordsmanship.* Japanese: Anesaki 309.

F460.4.2.4. *Mountain-men give children a book.* Finnish-Swedish: Wessman 60 No. 514.

F460.4.2.5. *Huldra trade cattle with men.* Norwegian: Hartmann 35.

F460.4.3. *Mountain-men leave broken implement for man to mend.* Fb "ovnrage" II 775b; Norse: MacCulloch Eddic 271.
F461.3.4.2. Dwarfs as smiths.

F460.4.4. *Malevolent mountain-men.*

F460.4.4.1. *Mountain-men abduct persons.* *Fb "karet" II 91; Icelandic: **Boberg; Norwegian: Solheim Register 19, *Hartmann 109, 112; Chinese: Werner 345; Japanese: Ikeda; Mono-Alu: Wheeler 39; New Hebrides: Codrington 409.

F320. Fairies carry people away to fairylane. F321.1. Changeling. F420.5.2.2. Water-spirits kidnap mortals. F451.5.2.4. Dwarfs kidnap mortals. R10. Abduction.

F460.4.4.1.1. *Woman rescued from mountain-men.* Norwegian: Solheim Register 19, *Hartmann 117.

F405. Means of combatting spirits.

F460.4.4.2. *Mountain-men chain captive peasant.* Fb "lænke" II 497.

F460.4.4.3. *Mountain-men throw person over church roof.* Fb "kaste" II 103.

F460.4.4.4. *Mountain-men make sausage of Christians.* Fb "pölse" II 907.

F460.4.4.5. *Mountain-folk steal from peasant.* Fb "lys" II 480b. F365. Fairies steal.

F460.4.4.6. *Mountain-men drive off man's herds.* Swiss: Jegerlehner Oberwallis 301f. Nos. 12, 18.

F460.4.4.7. *Mountain-spirit causes shipwreck.* Eskimo (Greenland): Rasmussen III 138.

F460.4.5. *Mountain-men borrow from peasant.* Fb "låne" II 521.
F391. Fairies borrow from mortals.

F460.4.6. *Failure to bless mountains gives mountain-men power.* Swiss: Jegerlehner Oberwallis 301 No. 18; Icelandic: Boberg.
D1766.7.1.11. Evil spirits conjured away in name of deity. F382. Exorcising fairies. Fairies disappear when some name or ceremony of the Christian Church is used. G304.2.4.1. Trolls cannot endure churchbells.

F460.4.7. *Mountain-man as godfather.* Type 1165; Kristensen Danske Sagn I (1892) 441ff., (1928) 264ff.
N811. Supernatural godfather.

F460.4.8. *Visit to mountain-men.* Norwegian: Solheim Register 18.
F370. Visit to fairyland.

F465. *Rübezahl. A mountain and storm spirit.* *Wehrhan 68; **Jungbauer Die Rübezahlsgage (Reichenberg, 1923); Koch **Rübezahl (Breslau, n.d.); Boite Zs. f. Vksk. XXXV—XXXVI 68; *Loewe Zs. f. Vksk. XVIII 1, 151, XXI 31, 126.
F483. Storm-spirit.

F470. *Night-spirits.* Poltergeister; goblins; hobgoblins. *Kittredge Witchcraft 214, 521f. nn. 7, 9ff.; Icelandic: *Boberg; Finnish-Swedish: *Wessman 30ff.; Swiss: Jegerlehner Oberwallis 305 No. 4.
F406.1. Doors left open to let night creatures pass to and fro. F406.2. Food left out for spirits at night.

F470.0.1. *Friar Rush as mischief maker.* *Kittredge Witchcraft 216, 524 nn. 27—31.

F470.1. *Spirits pull off person's bedclothes.* *Kittredge Witchcraft 217, 524f. nn. 37—44; England, Scotland, Wales, U.S.: *Baughman.

F470.2. *Night-spirits dance.* Fb "danse" IV 93a.
F261. Fairies dance. F531.5.1. Giants dance.

F471. *Dream demons.*

F471.1. *Nightmare (Alp).* Presses person in dream. **E. Jones Der Alptraum (Leipzig-Wien, 1912); *Tegethoff Amor und Psyche 87ff.; Hdwb. d. Abergel. I 282 s.v. "Alp"; Laistner Rätsel I 41ff., II 1ff.; Wehrhan 62; Hdwb. d. Märch. s.v. "Alp"; *Meyer Germanen 129ff.; Jellinek Zs. f. Vksk. XIV 322; *Fb "mare" II 551f.; *Kittredge Witchcraft 216, 525f. nn. 54—62. — Icelandic: MacCulloch Eddic 288ff., De la Saussaye 293f., *Boberg; Danish: Kristensen Danske Sagn II (1893) 241ff., (1928) 154ff.; Finnish-Swedish: Wessman 88 Nos. 748—770; Dutch: Sinnigha FFC CXXXII 63 No. 171; Finnish: Aarne FFC XXXIII 44 No. 60; Estonian: Aarne FFC XXV 127 No. 60; Jewish: Neuman; Hindu: Penzer III 131 n. 3.
E281.2. Ghostly horse enters house and puts hoofs on breast of sleeper.

F471.1.1. *Actions of nightmares (alps).* Lithuanian: Balys Index No. 3690.

F471.1.1.1. *Alp rides horse sweaty at night.* *Fb "mare" II 551b, 552a; Finnish: Aarne FFC XXXIII 44 No. 60; Estonian: Aarne FFC XXV 127 No. 60; Lithuanian: Balys Index Nos. 3683f.
F386.2. Fairies ride mortal's horse at night. G265.3. Witch rides horses at night.

F471.1.1.2. *Alps dance.* *Fb "danse" IV 93a.
F261. Fairies dance. F451.6.3.4. Dwarfs dance. F455.3.2. Trolls dance.

F460.3.1. Mountain-folk dance. F462.5.1. Brownies dance. F531.5.1. Giants dance. G247. Witches dance.

F471.1.2. *Protection against the nightmare (alp).* *Fb "mare" II 551.
D1385. Magic object protects from evil spirits.

F471.1.2.1. *Exorcising the nightmare.* Meyer Germanen 132.
D2176. Exorcising by magic.

F471.1.2.2. *Destruction of an alp.* Swiss: Jegerlehner Oberwallis 309 No. 11.

F471.1.3. *Unbaptized children as nightmares.* When caught, they beg baptism. Usually they are murdered illegitimate. Lithuanian: Balsys Index No. 3685.

F471.1.4. *Ghost of hunter as nightmare.* Lithuanian: Balsys Index No. 3686.

F471.1.5. *Persons who at night become nightmares.* Those who are born on a Thursday and christened on a Sunday must at certain times (on Thursdays) press somebody or something. Lithuanian: Balsys Index No. 3687; Livonian: Loorits FFC LXVI 67 No. 183.

F471.2. *Incubus.* A male demon who comes in sleep and has sexual intercourse with a woman. *Kittredge Witchcraft 116, 444ff. nn. 103—155 passim; *Loomis White Magic 77; Irish myth: Cross; Welsh: ibid.; Finnish: Aarne FFC XXXIII 44 No. 59; Germanic: De la Saussaye 293f.; Estonian: Aarne FFC XXV 126 No. 59; Lithuanian: Balsys Index No. 3682; S. A. Indian (Araucanian): Alexander Lat. Am. 328; Africa (Fang): Einstein 175.
G351.2. Cat as ogre. Sucks blood.

F471.2.0.1. *Demon lover.* Irish myth: *Cross.

F471.2.1. *Succubus: female incubus.* *Loomis White Magic 77; Lithuanian: Balsys Index Nos. *369, *423f., 3681; Armenian: Ananikian 87; West Indies: Flowers 433.
T332. Man tempted by fiend in woman's shape.

F472. *Huckauf.* A goblin which jumps on one's back. *Kittredge Witchcraft 220f., 528f. nn. 78—79; Dutch: Sinninghe FFC CXXXII 68 No. 291; Lithuanian: Balsys Index No. 3425, Legends Nos. 827—832.
E262. Ghost rides on man's back. F420.5.2.10. Water-man sits on back of persons as heavy burden. G341.2. Witch rides on person. G311. Old man of the sea, Burr-woman. Ogre who jumps on one's back and sticks there magically.

F473. *Poltergeist. Invisible spirit* (sometimes identified as ghost or witch) responsible for all sorts of mischief in or around a household.

F473.1. *Poltergeist throws objects.* England, Scotland, U.S., Wales: *Baughman.

F473.2. *Poltergeist causes objects to behave contrary to their nature.*

F473.2.1. *Chair is rocked by invisible spirit.* (Cl. D1601.28.) U.S.: Baughman, (North Carolina): Brown Collection I 640.

F473.2.2. *Spirit hides articles in strange places.* Canada, U.S., Wales: *Baughman.

F473.2.3. *Spirit puts out lights.* U.S., Wales: *Baughman.

F473.2.4. *House burns for no apparent reason.* U.S., Wales: *Baughman.

F473.3. *Poltergeist* *mistreats people*. England, U.S., Wales: *Baughman.

F473.4. *Poltergeist* *mistreats animals*. U.S.: *Baughman.

F473.4.1. *Spirit rides horses and mules at night, wears them out*. (Cf. F366.2, F471.1.1, G265.3.) U.S.: Baughman.

F473.5. *Poltergeist makes noises*. England, Scotland, U.S., Wales: *Baughman.

F473.6. *Miscellaneous actions of poltergeist*.

F473.6.1. *Spirit tears new paper off rooms in house*. England: Baughman.

F473.6.2. *Spirit slashes clothing*. Scotland, U.S.: *Baughman.

F473.6.3. *Spirit takes food from table or cupboard*. England, Wales: *Baughman.

F473.6.4. *Spirit eats food*. U.S.: Baughman.

F473.6.5. *Spirit throws back shots fired at it*. (Cf. G265.8.3.1.2.) U.S.: Baughman.

F473.6.6. *Spirit makes wheels come off wagon*. U.S.: Baughman.

F473.6.7. *Spirit shoves wagon into ditch*. U.S.: Baughman.

F473.6.8. *Spirit plays man's fiddle at night*. Wales: Baughman.

F473.6.9. *Spirit disturbs coffins in burial vault*. England: *Baughman.

F475. *Friendly night-spirits*.

F475.1. *Dame Berchta*. Supposed to travel over the country at night with a troop. (Named from Bertha, the mother of Charlemagne.) Also called *Frau Holle*. *Meyer Germanen 23ff.; *Wehrhan 85ff.; Slovenian: *L. Kretzenbacher Germanische Mythen in der epischen Volksdichtung der Slowenen (Graz, 1941) 84—94.
 E501.8. Woman as leader of wild hunt (*Frau Holle*). F481.6.10. *Frau Holle* lives with dwarfs.

F480. *House-spirits*. *Kittredge Witchcraft 215f., 523f.; Meyer Germanen 213ff.; Meyer Altgermanische 109. — Icelandic: Boberg; Finnish: Holmberg Finno-Ugric 159ff.; *Finnish-Swedish: Wessman 30ff. Nos. 263—374 *passim*, 42 Nos. 337, 339; Swiss: Jegerlehner Oberwallis 324 No. 153; Slovenian: *L. Kretzenbacher Germanische Mythen in der epischen Volksdichtung der Slowenen (Graz, 1941) 49—79; Eskimo: Boas BAM XV 331, RBAE VI 636.
 A411. Household gods. B583. Animal as house-spirit. E281. Ghosts haunt house.

F480.1. *House-spirit in form of a sow*. Kittredge Witchcraft 216, 524 n. 35.
 D136. Transformation: man to swine. E231.5. Revenant as swine. E811.3. Man reincarnated as swine. F460.1.1.1. Mountain-man in shape of hog.

F480.2. *Serpent as house-spirit*. Armenian: Ananikian 73ff.

F480.3. *Thieving household-spirit*. Steals things for its master. Finnish: Holmberg Finno-Ugric 172; Lithuanian: Balys Index Nos. 3468, 3472. D1805. Magic thieving object. K366. Theft by trickster's trained animal.

F480.3.1. *House to make household-spirit (cobold) surrender his booty*. Lithuanian: Balys Index No. 3476.

F480.4. *House-spirit in form of baby.* India: Thompson-Balys.

F480.5. *House-spirit without bones or hair.* Eskimo (Central): Boas RBAE VI 636.

F481. Cobold. A house-spirit. **Feilberg Der Kobold in nordischer Überlieferung (Zs. f. Vksk. VIII 1, 130, 264); *Kittredge Witchcraft 215f., 523f. nn. 23, 25. — Danish: Kristensen Danske Sagn II (1893) 41ff., (1928) 29ff.; Estonian: L. v. Schroeder Germanische Elben und Götter beim Estenvolke (Wien 1906), Loorits Grundzüge I 266—281, 295—304.

F481.0.1. *Acquiring a cobold.* Lithuanian: Balys Index No. 3466.

F481.0.1.1. *Cobold hatched out from a seven-year-old cock's egg or a boar's testicle.* Lithuanian: Balys Index No. 3461; Rumanian: Schullerus FFC LXXVIII No. 213 1*.

B12.1. Basilisk hatched from cock's egg.

F481.0.1.2. *Cobold purchased.* Lithuanian: Balys Index No. 3462f.; Livonian: Loorits FFC LXVI 62 No. 159.

F481.0.1.2.1. *The purchased cobold discarded.* On way home man believes himself cheated, and throws box with fly or piece of charcoal away. Later passing same place he finds a heap of corn or money. Lithuanian: Balys Index No. 3463; Estonian: Aarne FFC XXV 125 No. 55.
C321. Tabu: looking into box. F342.1. Fairy gold.

F481.0.1.3. *Cobold acquired by placing food for him in a certain place.* He likes scrambled eggs. Lithuanian: Balys Index No. 3466.

F481.0.1.4. *Cobold accidentally acquired.* A rope or chicken is found and taken home. Found to be a cobold. Lithuanian: Balys Index No. 3464.

F481.1. *Cobold avenges uncivil answer (or treatment).* Finnish: Aarne FFC XXXIII 43 Nos. 53, 54; Lithuanian: Balys Index No. 3477; Estonian: Aarne FFC XXV 124f. Nos. 53, 54.
C94.1. Tabu: uncivil answer to holy (or supernatural) being.

F481.2. *Cobolds furnish supplies to their masters.* Finnish: Aarne FFC XXXIII 43 No. 54; Estonian: Aarne FFC XXV 125 No. 55; Lithuanian: Balys Index No. 3471.
N810. Supernatural helpers.

F481.2.1. *Cobold furnishes inexhaustible grain to grinder of handmill.* Latter kills him in disgust. Lithuanian: Balys Index No. 3478.

F481.2.2. *House-spirit furnishes inexhaustible supply of food.* India: Thompson-Balys.

F481.3. *Impossible to rid oneself of cobold.* (Cf. F482.3.1.) *Taylor MPH XV 736 n. 2; *BP II 422 n. 1; Lithuanian: Balys Index No. 3467.

F481.4. *Brewing in eggshell to drive away cobold.* (Cf. F321.1.1, F451.5.17.1.) *BP 368; Keightley 126, 418, 436, 473; Germania V 376; Kristensen Danske Sagn I (1892) 314—24 Nos. 1049—1075; Jahn 72 No. 87; Euphorion III 784; Zs. f. Vksk. XVI 414; Zs. f. deutsche Mythol. I (1853) 290.

F482. *Brownie (nisse).* **Feilberg Nissens Historie; *Fb "nisse" II 688; Norwegian: *Solheim Register 19; *Hartmann 28.

F403.2. Spirits help mortal.

F482.1. *Appearance of brownie.*
D133.1.1. Nisser in form of cows.

F482.1.1. *Brownie with red hair.* *Fb "nisse" II 688a.

F482.2. *Clothing of brownie.* Scandinavian: Hartmann 28.

F482.2.1. *Brownie dressed in green.* Fb "nisse" II 688a.

F482.3. *Home of brownies.*

F482.3.1. *Brownies live in house. Move when persons move.* (Cf. F481.3.)
Fb "nisse" II 688b.

F482.3.1.1. *Farmer is so bothered by brownie that he decides he must move to get rid of the annoyance.* He piles all furniture on wagon and starts for new home, meets acquaintance who remarks: "I see you're flitting." Brownie sticks his head out of the churn on top of the load, answers: "Yes, we're flitting." Farmer goes back to former home. England, Ireland, Wales: *Baughman.

F482.3.2. *Brownies live in knoll.* *Fb "hej" I 740a.
F211. Fairyland under hollow knoll.

F482.3.3. *Nisser belong to particular farm.* Norwegian: Solheim Register 19.

F482.4. *Possessions of brownies.*

F482.4.1. *Various-colored horses of brownie.* *Fb "hest" I 598.
F241. Fairies' horses.

F482.4.2. *Nisser have oxen.* Norwegian: Solheim Register 19.

F482.5. *Deeds of brownies.*

F482.5.1. *Brownies dance.* (Cf. F471.1.1.2 and cross-references there given.) *Fb "danse" IV 93a.

F482.5.2. *Brownies sew by moonlight.* Fb "måne" II 659b.

F482.5.3. *Brownies tease.* Kristensen Danske Sagn II (1893) 80ff., (1928) 61ff.
F451.5.14. Dwarfs tease mortals.

F482.5.4. *Helpful deeds of brownie or other household spirit.* (Cf. F403.2.)
England, Scotland: *Baughman.

F482.5.4.1. *Brownie rides for midwife when needed.* England, Scotland:
*Baughman.

F482.5.4.2. *Brownie restores stolen property, gives thief a twitch in eye-*
Id. England: Baughman.

F482.5.5. *Malicious or troublesome actions of brownies.* England, Scotland, Wales: *Baughman.

F482.6. *Origin of household spirits.* England: *Baughman.

F482.7. *House spirits fight each other.* Norwegian: Solheim Register 19.

F482.8. *House spirit as suitor.* (Cf. F301.) Norwegian: Solheim Register 19.

F485. *Ship-spirit.* (Klabautermann, Kabonterken.) Similar to house-spirit. Meyer Altgermanische 110; Zs. f. Vksk. II 409, 416, IV 299f., VIII 14 n. 4, 277, XXI 178, XXIX 68; Anglia Beiblatt VI 144, XVII 73; Frischbier Am Urquell I 134; Mitteilungen d. Schles. Ges. f. Vksk. Heft XII 76; Bassett Legends and Superstitions of the Sea (New

York, 1885). — Finnish-Swedish: Wessman 32 No. 273, 35 Nos. 295—296, 37, 41; Danish: Kristensen Danske Sagn II (1893) 44ff., (1928) 32ff.

F488. *The stupid house spirit.*

F488.1. *Household spirit herds sheep, has great trouble coralling the lambs (rabbits).* (Cf. J1757.) England: *Baughman.

F488.2. *Mowing contest with household spirit.* Farmer puts harrow teeth in plot spirit is to mow. Spirit mows through them, thinking they are dock weeds. Type 1090 (K422). England: Baughman.

F490. *Other spirits and demons.*

F491. *Will-o'-the-Wisp.* (Jack o' Lantern.) Light seen over marshy places. Kittridge Witchcraft 215, 523 n. 22; *Fb "lygtemand" II 473; Icelandic: Boberg; Finnish-Swedish: Wessman 51 No. 438; Dutch: Sinninhe FFC CXXXII 63f.; India: Thompson-Balys; U.S. (Georgia): Harris Nights No. 28; Africa (Fang): Einstein 96.

A2817. Origin of will-o'-the-wisp. E421.3. Luminous ghosts. E584. Dead man wanders with torch. E742.2. Soul as will-o'-the-wisp. Appears as a ball of fire or a figure in a fiery garment. K1888. Illusory light.

F491.1. *Will-o'-the-Wisp leads people astray.* *Fb "lygtemand" II 473b; England, Scotland, U.S.: Baughman.

F402.1.1. Spirit leads person astray. K1886.2. Mists which lead astray.

F491.2. *Will-o'-the-Wisp lights people to their homes.* *Fb "lygtemand" II 473b. — England: Baughman.

F491.3. *Will-o'-the-Wisp exorcised.* *Fb "lygtemand" II 473b; England, U.S.: Baughman.

D1766.7.1. Evil spirits conjured away in name of deity. F405. Means of combating spirits.

F491.3.1. *Person led astray by Will-o'-the-Wisp turns garment inside out.* Will-o'-the-Wisp exorcised. (Cf. F369.7, F385.1.) England: *Baughman.

F491.3.2. *Power of Will-o'-the-Wisp over person neutralized if person sticks his knife into the ground.* England: *Baughman.

F491.3.3. *Steel protects person from Will-o'-the-Wisp.* U.S.: Baughman.

F491.4. *Will-o'-the-Wisp hops about.* *Fb "lygtemand" II 473b.

F491.5. *Will-o'-the-Wisp's revenge.* Lithuanian: Balys Index No. 3538.

F492. *Death on horseback.* Fb "hvild" I 700b; von Negelein Zs. f. Vks. XIII 257ff., 368ff.; Breton: Sébillot Incidents s.v. "mort". Cf. the "four horsemen" in Revelation.

E460. *Ghosts and revenants.* G300. Ogres, Z111. Death personified.

F493. *Spirit of plague.* Irish myth: *Cross; Dutch: Sinninhe FFC CXXXII 67f. Nos. 251—283; India: Thompson-Balys; N. A. Indian (Yukon): Alexander N. A. Myth. 78.

A478.1. Goddess of pestilence. Q552.10. Plague as punishment. Z112. Sickness personified.

F493.0.1. *Pestilence in animal form.* Finnish-Swedish: Wessman 28 Nos. 244—245.

F493.0.1.1. *Plague as monster.* Irish myth: Cross.

F493.0.1.2. *Spirit enters princess' body and she falls ill.* India: Thompson-Balys.

F493.0.2. Pestilence in human form. Finnish-Swedish: Wessman 28f. Nos. 246—252; Lithuanian: Balys Index No. 3494.

F493.0.3. Pestilence in form of object. Finnish-Swedish: Wessman 29 No. 254.

F493.0.3.1. Pestilence in form of a head. Finnish-Swedish: Wessman 29 No. 253.
R281.1. Pursuit by rolling head.

F493.0.4. Pestilence in visible form. Irish myth: *Cross.

F493.1. Spirits of various kinds of disease. India: Thompson-Balys. J1786.3. Man mistaken for Famine and Cholera in person.

F493.1.1. Demon of Consumption. N. A. Indian (Cherokee): Terrell JAFL V 125.

F493.1.2. Demon of colic. Irish myth: Cross (F497).

F493.2. Experiences with pestilence spirit.

F493.2.1. Person who speaks with pestilence dies. Finnish-Swedish: Wessman 29 No. 256.

F493.2.2. Two pestilence spirits speak together. Finnish-Swedish: Wessman 29 No. 255.

F493.3. Protection against pestilence spirit.

F493.3.1. Upon destruction of pestilence-spirit, plague ceases. Finnish-Swedish: Wessman 29 No. 259.

F493.3.2. Pestilence-spirit "bound" by magic. Finnish-Swedish: Wessman 29 No. 258.

F493.3.3. Magic protection against pestilence-spirit. Finnish-Swedish: Wessman 29 No. 257.
D1385. Magic object protects from evil spirits.

F493.4. Demons spread pestilence by means of "heat and fury". Irish myth: Cross.

F493.5. Sign of great plague: sky seems afire. Irish myth: Cross.
D1812.5.1.1. Prodigy as evil omen. D2094. Pestilence magically sent upon domestic animals. D2162. Magic control of disease. M336.2. Prophecy of a plague.

F494. Land-spirits.

F494.1. Guardian spirit of land. Icelandic: MacCulloch Eddic 228, Herrmann Saxo II 22ff., *Boberg; Danish: Ellekilde Ellekongen i Stevns, Danske Studier 1929, 10ff.
D1380.3.1. Magic head of horse as protection of land. D2072.0.3. Ship held back by magic. E748. The soul as a kind of guardian spirit. N110. Luck and fate personified. N810.1. Invisible guardians. S263.4.1. Sacrifice to offended guardian gods who hold ship back.

F494.1.1. Swamp spirit guards buried treasure. India: Thompson-Balys.

F494.2. Spirit of boundaries. Finnish: Holmberg Finno-Ugric 173. A414. God of boundaries.

F494.3. Earth spirit. India: Thompson-Balys.

F495. Stone-spirit. Jewish: bin Gorion Born Judas² II 205; India: Thompson-Balys.

F496. Demon of gluttony. Irish myth: *Cross.
F492.1.7. Demon of gluttony devours man's food in his throat. F406.4.

Demon of gluttony coaxed from man's throat with bits of food. F632.
Mighty eater.

F496.1. Saint possessed by demon of gluttony. Irish myth: *Cross.
F497. Fire-spirits. Dutch: *Sinninghe FFC CXXXII 64ff Nos. 191—220;
Eskimo (Greenland): Rasmussen I 111, III 64, 88, 176—178.

F497.1. Conversation of two fire-spirits. Shall house be burned? *O.
Loortis Das misshandelte und sich rächend Feuer (Tartu, 1935).
A493.1. Fire-goddess.

F499. Sundry other spirits.

F499.1. Sky-spirit. German: Grimm No. 166; India: Thompson-Balys; S.
A. Indian (Warrau): Kirchoff BBAE CXLIII (3) 880.
A210. Sky-god.

F499.1.1. Spirit of light. Eskimo (Mackenzie Area): Jenness 62.
F401.2. Luminous spirits.

F499.2. Nymphs of Paradise (houris). India: Thompson-Balys.

F499.3. Jinns.

F499.3.1. Jinns have no bones in their arms: they have only four fingers and no thumbs. India: Thompson-Balys.

F499.3.2. Jinns entitled to share in fruits of the earth. India: Thompson-Balys.

F499.3.3. Jinns frequent graveyards, ruined houses, or an altar of sacrifice. India: Thompson-Balys.

F500—F599. Remarkable persons.

F500. Remarkable persons. Extraordinary size, form, appearance, or habits. **De Cock Volkssage 99ff.; Chinese: Werner 386.

F501. Person consisting only of head. (Cf. F511.) India: Thompson-Balys.

E261.1. Wandering skull pursues man. G361.2. Great head as ogre. R261.1. Pursuit by rolling head.

F510. Monstrous persons. *Oesterley Gesta Romanorum No. 175; Icelandic: Boberg; Jewish: Neuman; Eskimo (Greenland): Rink 464, 469.
B20. Beast-men. B6. Beast with human head and shape of smith's bellows. G301. Monsters. T550 Monstrous births.

F510.1. Monstrous races. India: Thompson-Balys.

F511. Person unusual as to his head. (Cf. F501.) Irish myth: *Cross.
B15.1. Animal with head of bone. D1610.5. Speaking head. E783. Vital head. Retains life after being cut off. F531.1.2. Head of giant. G215. Witch extraordinary as to head. G361. Ogre monstrous as to head. K974. Man with deformed head slays his barbers.

F511.0.1. Headless person. (Cf. F401.4, F531.1.2.1.) *Chauvin VII 77 No. 121; Irish myth: *Cross; Icelandic: Boberg.
F167.5. Headless people in other world.

F511.0.1.1. Headless person with eyes (eye) and mouth on breast. *Chauvin VII 87 No. 373 bis n. 2; Irish myth: *Cross; Icelandic: *Boberg.
Chinese: Werner 387.

F511.0.1.2. Headless persons cannot smell or hear. Chinese: Werner 387.

F511.0.2. Person with more than one head.

- A123.4.1. God with many heads. B11.2.3. Many-headed dragon. B15.1.2. Many-headed animal. F531.1.2.3. Many-headed giant. G304.1.3. Many-headed troll.

F511.0.2.1. Two-headed person. Irish myth: *Cross; Jewish: Neuman; N. A. Indian (Quinault): Farrand JE II 124 No. 14.
T651.2. Child born with two heads.

F511.0.2.2. Three-headed person. Irish myth: *Cross; India: Thompson-Balys.

- A123.4.1.1. God with three heads.

F511.0.2.2.1. Three-headed woman. Irish myth: *Cross.

F511.0.2.3. Four-headed person. Irish myth: *Cross.

F511.0.2.4. Six-headed man. Icelandic: *Boberg.

F511.0.3. Persons whose heads are stone-hammers. Koryak and American Indian: *Jochelson JE VI 375.

F511.0.3.1. Person with iron head. Jewish: Neuman.

F511.0.4. Man carries his head under his arm. Loomis White Magic 54, 93, 125; Irish myth: *Cross; Italian Novella: Rotunda (F1041.14); Africa (Kaffir): Theal 51.
D1610.5. Speaking head. E783. Vital head. Retains life after being cut off.

F511.0.4.1. Man cuts off own head and throws it against enemy. India: Thompson-Balys.
D1406.1.20.1. Magic (human) head causes fortress to crumble.

F511.0.5. Man with half a head. Irish myth: *Cross.

F511.0.6. Beheaded man's head replaced crooked. Irish myth: *Cross.

F511.0.7. Man with venomous worm in his head. Irish myth: Cross.

F511.0.8. Gigantic skull of ancient king discovered. Irish myth: Cross.

F511.0.9. Person with animal's head. (Cf. F511.1.3, F526.)

F511.0.9.1. Person with horse's head. India: Thompson-Balys.

F511.0.9.2. Person with calf's head. Jewish: Neuman.

F511.0.9.3. Person with serpent's head. Jewish: Neuman.

F511.1. Person unusual as to his face.

F511.1.0.1. Person without features (with flat face). Irish myth: *Cross.

F511.1.1. Two-faced person. Janus. Roman: Fox 297; Spanish: Boggs FFC XC 49 No. 327F*; N. A. Indian (Teton): Dorsey AA o.s. II 151ff., (Ponka): Dorsey Contr. to N. Am. Ethnology VI 207; Easter Island: Métraux Ethnology 85.
A123.2.1. God of many faces.

F511.1.2. Three-faced person. Irish myth: Cross.

F511.1.3. Person with animal face. Jewish: Neuman; India: Thompson-Balys.

F511.1.3.1. Person with face of ape. Jewish: Neuman.

F511.1.4. Person with green face. Jewish: Neuman.

F511.2. Person unusual as to his ears. (Cf. F542.)

F511.2.1. Person with ears on breast. Persian: Carnoy 298.

F511.2.2. Person with ass's (horse's) ears. Midas. Köhler-Bolte I 383 n. 1, 511, 587; RTP I 327, VII 356; *Zs. d. deutschen morgenländ. Gesel. XL 549; Crooke FL XXII 183; *BP IV 147 n. 7 (Celtic); *Pauli (ed. Bolte) No. 397; Huet 45; Penzer III 188 n., VII n. 1, VI 26 n. 1; Irish myth: *Cross, *Porter Proc. Royal Irish Academy (1932) 142.

A132.3.1. Horse-goddess (god). D1316.5. Magic speaking reed (tree) betrays secret. C420. Tabu: uttering secrets. G253. Witch's horns discovered by lousing her.

F511.2.2.1. Person with cat's ears. Irish myth: *Cross.

A131.3.1. Deity with cat's head. B29.4.1. Man with cat's head. F514.3. Person with cat's snout. G369.4. Ogre with head and tail of cat.

F511.2.3. Person with many ears. Irish myth: Cross.

F511.2.4. Person without ears. India: Thompson-Balys.

F511.3. Person with horns. Irish myth: Cross; Icelandic: *Boberg
B153. Animal unusual as to his horns.

F511.3.1. Person with horns of silver. Irish myth: *Cross.

F512. Person unusual as to his eyes. (Cf. F531.1.1, F541.1.) India: Thompson-Balys.

F512.1. Person with one eye. *Type 511; Herbert III 238; Oesterley No. 175; Laistner Rätsel II 48ff.; Irish myth: *Cross; Jewish: Neuman; Chinese: Eberhard FFC CXX 206 No. 154.

A128.2. One-eyed god. Odin. G213.1. One-eyed witch. T551.10. Birth of one-eyed child.

F512.1.1. Person with one eye in center of forehead. (Cf. F441.4.1, F531.1.1.) *Krappe Balor 5 n. 19, 9 nn. 33—35; Fb "menneske" II 577b, "öje" III 1165b; Irish myth: *Cross; Icelandic: *Boberg; Greek: Frazer Apollodorus I 4 n. 1; India: Thompson-Balys; Chinese: Werner 389.

F531.1.1.1. Giant with one eye in middle of forehead.

F512.1.2. Three women have but one eye among them. Pass it around. (Cf. F513.1.1.) *Fb "öje" III 1166a; Greek: Fox 33, *Frazer Apollodorus I 155 n. 4.

G121.1. Three giants with one eye. They pass it around. G213.1. One-eyed witch. G612. The one eye of the three giants stolen. K333.2. Theft from three old women who have but a single eye among them. The hero seizes their eye.

F512.1.3. Person with one eye in back of head. Krappe Balor 7 n. 22.

F512.1.4. Doorkeeper with one human eye, one cat's eye. Irish myth: Cross.

F512.2. Person with many eyes.

F512.2.1. Persons (animals) with four (six) eyes. *Chauvin VII 82 No. 373bis; Krappe Balor 19 n. 69.

F512.2.1.1. Three-eyed person. *Type 511; Cosquin Contes Indiens 520; Jacob's list s.v. "Three-eyed stepsister"; India: Thompson-Balys.

F512.2.1.2. *Eight-eyed person.* Hawaii: Beckwith Myth 233; Tuamotu: Stimson MS (T-G. 3/15).

F512.2.1.3. *Person with twelve eyes.* Irish myth: Cross.

F512.2.2. *Argos. Has eyes all over body.* Krappe Balor 19 n. 69; Greek: *Frazer Apollodorus I 130 n. 3, Fox 29, 193.

A123.3. God with many eyes. D1384.24 Music causes magic sleep. D1961. Sleepless watcher magically put to sleep. Usually has a magic watchful eye, which remains awake while his many other eyes sleep. (Argos).

F512.3. *Person with eyes in stomach.* (Cf. F511.0.1.1.) *De Cock Volkssage 102ff.; *Chauvin VI 66 No. 233; Persian: Carnoy 298.

F512.4. *Person with eyes in back of head.* Krappe Balor 19 n. 69; S. A. Indian (Fuegian): Alexander Lat. Am. 340, (Yuracare): ibid. 314.

F512.5. *Person without eyes.* India: Thompson-Balys.

F513. *Person unusual as to his mouth.* (Cf. F544.)

F513.0.1. *Person with mouth in stomach.* (Cf. F511.0.1.1.) *Chauvin VII 87 No. 373bis n. 2.

F513.0.2. *Person with mouths all over body.* Africa (Hausa): Tremearne Hausa Superstitions (London, 1913) 424ff. No. 93.

F513.0.3. *Mouthless people.* N. A. Indian (California): Gayton and Newman 78.

F513.0.4. *Person with mouth in breast.* Irish myth: *Cross.

F513.1. *Person unusual as to his teeth.* (Cf. F544.3, F531.1.6.2.)

F544.3.2.1. Luminous tooth of saint. G214. Witch with extraordinary teeth. H71.9. Red teeth as sign of royalty. H312.2. Successful suitor must have gold teeth.

F513.1.1. *Three women have but one tooth among them. Pass it around.* (Cf. F512.1.2.) *Fb "øje" III 1166a; Greek: Frazer Apollodorus I 155 n. 4, Fox 33.

F513.1.2. *Person with many teeth.*

F513.1.2.1. *Person with three rows of teeth.* Irish myth: *Cross.

F513.1.3. *Person with poisonous tooth.* Poison dissolves flesh. Irish myth: Cross.

F513.1.4. *Person without teeth.* India: Thompson-Balys.

F513.2. *Person without tongue.* India: Thompson-Balys.

F513.3. *People who leave lower jaws at home when they go to market to prevent quarrels.* Africa: Weeks 126ff.

F514. *Person unusual as to his nose.* (Cf. F531.1.6.6, F543.)

B15.5. Animal unusual as to his nose (snout). G362. Ogre monstrous as to nose.

F514.1. *Noseless person.* Herbert III 238; Oesterley No. 175; Tobler 63; Jewish: Neuman.

F535.4.3. Noseless pygmies.

F514.2. *Men with birds' beaks.* DeCock Volkssage 105; Icelandic: Herrmann Saxo II 599, Boberg.

F514.3. Person with cat's snout. (Cf. F511.2.2.1.) Irish myth: Cross.
A131.3.1. Deity with cat's head.

F514.4. Person with crook(s) on end of the nose. Icelandic: *Boberg.

F514.5. Person grows a second nose. German: Grimm No. 201.

F515. Person unusual as to his hands. (Cf. F552.) Irish myth: *Cross.
A128.4. God with one hand. Hand cut or bitten off.

F515.0.1. Person without hands. Siuts 218.
F167.6. Handless people in other world. S161. Self-mutilation.

F515.0.2. Persons with many hands.

F515.0.2.1. Hundred-handed giants. Greek: *Frazer Apollodorus I 3 n. 2.
F531. Giant. A person of enormous size.

F515.1. Person with unusual fingers.

F515.1.1. Person's fingers not separated from one another. Jewish: Neuman.

F515.2. Person with unusual fingernails.

F515.2.1. Fingernail that can conceal basin-load of food. India: Thompson-Balys.

F515.2.2. Person with very long fingernails. Eskimo (West Hudson Bay): Boas BAM XV 170.

F515.3. Men with tails on their hands. Eskimo (Greenland): Rasmussen III 79.

F515.4. Boy with seal flippers. Eskimo (Kodiak): Golder JAFL XXII 20.

F515.5. Tribe of left-handed people. Eskimo (Greenland): Rasmussen III 99.

F516. Person unusual as to his arms. Irish myth: *Cross.
F531.6.7. One-armed giant. F106. Arm grows longer from giving alms.

F516.1. Armless people. Chinese: Werner 388.
A128.3. Legless and armless deity supported on animal. T561.1. Child born without limbs.

F516.1.1. Armless people have legs growing from their shoulders. Use toes in place of fingers. Chinese: Werner 388.

F516.2. People with many arms. Icelandic: *Boberg.
A123.5.1. God with many arms.

F516.2.1. Six-armed earthborn men. Greek: Fox 110.
T345. Birth from ground.

F516.2.2. People with four arms. Jewish: Neuman.

F516.2.3. Man with a thousand arms. Buddhist myth: Malalasekera I 39.

F516.3. Long-armed people. Irish myth: *Cross; Chinese: Werner 388f.

F516.4. Man with elastic reach. Hawaii: Beckwith Myth 263.

F517. Person unusual as to his legs. Irish myth: Cross.
A128.3. Legless and armless deity supported on animal. F531.1.3. Feet of giant. F531. Remarkable feet. G216. Witch with extraordinary feet. G303.4.5. The devil's feet and legs.

F517.0.1. *Person with one leg.* Irish myth: *Cross; Icelandic: *Boberg; Persian: Carnoy 298.
 A128.3.1. God with one leg (foot).

F517.0.2. *Long-legged people.* Chinese: Werner 388f.

F517.0.2.1. *Man with legs so long he can steady boat as he stands in ocean.* Hawaii: Beckwith Myth 354.

F517.1. *Person unusual as to his feet.* (Cf. F551.)
 F531.1.3.2. Giant with heels in front. G363.1.4.1. Devil has goat feet. G365. Ogre monstrous as to feet. H312.3. Suitors chosen with feet as only part seen.

F517.1.1. *Person without feet.* (Cf. F167.7.) Siuts 218.

F517.1.1.1. *Person with one foot.* Irish myth: *Cross.

F517.1.2. *Person with many feet.*

F517.1.2.1. *Four-footed man.* Sikes FL XX 421. — India: Thompson-Balys.

F517.1.3. *Men with sponge-feet.* *Chauvin VII 24 No. 373E n. 1.

F517.1.4. *Person with claws on the feet.* Icelandic: Boberg.

F517.1.5. *Person with knees backwards.* Irish myth: *Cross.
 A526.8. Culture hero can turn feet and knees backward. F451.2.2.1. Dwarf's feet twisted backward. F531.1.3.2. Giant with heels in front.

F517.1.5.1. *Men whose feet turn backward so that they will not stub toes.* Africa: Weeks Jungle 126ff.

F517.1.6. *Person with horse's hoofs.* India: Thompson-Balys.

F517.1.7. *Person with feet like elephant's.* India: Thompson-Balys.

F517.1.8. *Soles of man's feet covered with hair.* Buddhist myth: Malala-sekera II 789.

F518. *Persons with tails.* Chauvin V 7 No. 3. — Persian: Carnoy 298.
 F232.8. Fairy has long tail. F460.1.5. Huldra-women have cow's tails. G363.1.5. Devil has tail.

F521. *Person with unusual covering.* India: Thompson-Balys.
 F531.1.6.3. Giants with shaggy hair on their bodies.

F521.1. *Man covered with hair like animal.* *Williams 17ff.; Gaster Oldest Stories 43; Irish myth: *Cross; Welsh: MacCulloch Celtic 189; India: Thompson-Balys; Persian: Carnoy 298.
 F567. Wild man. Man lives alone in wood like a beast

F521.1.1. *Woman with animal hair.* Chinese: Eberhard FFC CXX 189 No. 130; Eskimo (Greenland): Rasmussen I 213.

F521.2. *Feathered people.* Irish myth: *Cross; Chinese: Werner 390; Tuamotu: Stimson MS (z-G 3/1353, z-G 13/380); Eskimo (Greenland): Rasmussen III 109.

F521.3. *Men of metal.*
 D1317.9.1. Brass (copper) statue blows on trumpet.

F521.3.1. *Man of bronze.* (Talos). Has single vein from neck to ankle and bronze nail at end of vein. This is the only vulnerable spot. Frazer Apollodorus I 118 n. 1.

F521.3.2. *Man of iron.* India: Thompson-Balys.

F521.3.3. *Person with body of gold.* Buddhist myth: Malalasekera II 214, 468, 742, 761, 1293; India: Thompson-Balys.

F521.3.3.1. *Girl's body-dirt is golden.* India: Thompson-Balys.

F521.3.3.2. *Person with golden anus.* Africa (Hausa): Equilbecq II 83 No. 24.

F521.3.4. *Person with body of silver.*

F521.3.4.1. *Silver king with silver attendants.* Is on a silver horse accompanied by silver cock, bird, and dog. Czech: Tille FFC XXXIV 96.

F522. *Person with wings.* Greek: Grote I 216; India: Thompson-Balys; Chinese: Werner 390; Persian: Carnoy 298.

F522.1. *Person with wings on feet (head).* Greek: Frazer Apollodorus II 106 n. 1.

F523. *Two persons with bodies joined. Siamese twins.* Irish myth: Cross; Greek: Frazer Apollodorus I 248 n. 2.

A1225.1. First couple organically united. Like Siamese twins. T587. Birth of twins.

F524. *Person with several bodies.*

F524.1. *Person with three bodies.* Body of three men grown together in one at waist but parted in three from flanks and thighs. Greek: Frazer Apollodorus I 211 n. 2, Fox 86 (Geryoneus).

A123.1. Three-bodied goddess. T563.1. Child of three fathers born with three stripes.

F525. *Person with half a body.* As if body has been split in two.

*DeCock Volkssage 99ff.; Votiak, Ostiak: Holmberg Finno-Ugric 181f.; Indonesian: DeVries's list No. 166; Dixon 216; Chinese: Werner 389; Marquesas: Handy 137; N. A. Indian: Hatt Asiatic Influences 87ff., *Thompson Tales 357 n. 287d; Africa: Werner 244, (Basuto): Jacottet 160 No. 23, (Zulu): Callaway 202, (Luba): De Clerq Zs. f. Kolonialsprachen IV 187, 190.

B171. Demi-coq. Cock cut in two and made magic. T589.2. Boy cut in two: each half becomes a boy.

F525.1. *One-sided man.* Eskimo (Greenland): Rasmussen II 13, III 75, Rink 237, (Smith Sound): Kroebel JAFL XII 171.

F525.1.1. *Man with one side of stone (iron).* Fb "jaern" IV 249b; Hawaii: Dixon 89 (stone); Africa (Kaffir): Theal 129 (iron).

T551.4. Boy born with one side flesh and one iron.

F525.2. *Man splits into two parts.* Chauvin VII 40 No. 153 n. 1; Tonga: Gifford 32.

F525.3. *Tribe of one-eyed, one-footed, one-handed men.* Irish myth: Cross.

F525.3.1. *Person with one foot (one hand, and one eye).* Irish myth: *Cross.

F525.4. *Person (Antichrist) with flat body.* Irish myth: Cross.

F525.5. *Giant with limbs and organs only on his left side.* India: Thompson-Balys

F525.6. *Person without back.* Eskimo (Mackenzie Area): Jenness 49, (West Hudson Bay): Boas BAM XV 179, 181.
 F232.1. Fairies have hollow backs.

F526. *Person with compound body.*
 A131. Gods with animal features. B20. Beast-men.

F526.1. *Typhon.* Human down to thighs; coil of vipers below. Dragon heads from his hands. Bigger than mountains. Greek: Frazer Apollodorus I 47 n. 4.
 A282.1. God of whirlwind.

F526.2. *Scylla.* Breast and face of woman. From flanks has six heads and twelve feet of dogs. Greek: Frazer Apollodorus II 293 n. 4.

F526.3. *Gorgon.* Head turned about, scales of dragon, tusks of swine, brazen hands, golden wings. Greek: Frazer Apollodorus I 153 n. 3.
 D581. Petrification by glance. D2061.2.1. Death-giving glance. G369. Monstrous ogres — miscellaneous.

F526.4. *Beast-like anchorite.* Walks on all fours; covered with hair like beast; has horns like beast. (Cf. F521.1.) Williams 17ff., 25.
 D733.1. Hairy anchorite. Beast-like man seduced by beautiful woman becomes human and handsome.

F526.5. *Men with two faces, three legs, and seven arms* (or other such combinations). Hindu: Keith 41f.

F526.6. *Cecrops.* Body compounded of man and serpent. Greek: Frazer Apollodorus II 76 n. 3.

F527. *Person of unusual color.*
 B731. Fanciful color of animal. F233. Color of fairy.

F527.1. *Red person.* Africa (Fang): Einstein 179.
 C863. Tabu: following three red men to certain place.

F527.1.1. *Red knight.* Types 300, 303; *Ranke FFC CXIV 236; Fb "Ridder Red"; Hartland Perseus III 207ff. — Irish myth: *Cross; English: Wells 73 (Sir Percyvelle of Galles); Icelandic: *Boberg.
 K1932. Impostors claim reward (prize) earned by hero. K2265. Treacherous red knight.

F527.2. *Green knight.* *Kittredge Gawain passim; BP II 262f.; Dickson 180ff.; Irish myth: Cross.

F527.3. *Blue man.* Irish myth: *Cross; Icelandic: *Boberg; Buddhist myth: Malalasekera II 547.

F527.4. *Brown man with white back.* Irish myth: Cross.

F527.5. *Black man.* (Cf. F548.1, F573.) Irish myth: *Cross; Icelandic: *Boberg.
 F455.2.3. Trolls are black. F531.1.7.2. Black giant. F610.3.2. Black berserker. G219.7. Black witch. G303.3.1.6. The devil as the black man. K2260. Dark traitors.

F527.6. *Half red and half blue strong man.* Icelandic: Hálfdanar saga Br. 561, Boberg.

F529. *Other monstrous persons.*

F529.1. *Persons with punctured bodies.* May be carried on a pole put through the orifice; may be hung up on a peg. Chinese: Werner 390.

F529.2. *People without anuses.* India: Thompson-Balys.

A1313.3. Misplaced genitalia. F521.3.3.2. Person with golden anus.

F529.2.1. *People without anuses make them by sitting on pegs.* Koryak: Jochelson JE VI 364; Eskimo (Greenland): Rasmussen III 79, 204, Holm 89, (West Hudson Bay): Boas BAM XV 171, 538, (Mackenzie Area): Jenness 89.

F529.3. *Man with grass growing from his joints.* Eskimo (Bering Strait): Nelson RBAE XVIII 488.

F529.4. *Person has small animal within his body.* Irish myth: Cross.

F529.5. *Person with transparent body.* Irish myth: Cross.

F529.6. *Person with enormous belly.* Eskimo (Greenland): Rink 155.

F529.7. *Boneless person.* Icelandic: Boberg; Jewish: Neuman.

A1152. Boneless man turned over to produce seasons. C101. Sex taboo broken: child born without bones.

F529.7.1. *Person without joints.* Irish myth: Cross.

F529.8. *Monkey-like little people.* India: Thompson-Balys.

F530. *Exceptionally large or small men.* Krappe Neuphilologische Mitteilungen XXIV 1-10.

F531. *Giant.*¹ A person of enormous size. (For giants who are primarily ogres see G100 and G400—G599.) *BP III 375; *Fb "kjæmpe" II 149, "Langben Rise" II 377b; Lorenz Das Titan-Motiv in der allgemeinen Mythologie (Imago II [1913] 22—72); Weinhold Die Riesen des germanischen Mythus (Sitzungsberichte d. kais. Akad. d. Wiss. XXVI [1858] 225—306); Laistner Nebelsagen (Stuttgart, 1860); Schoning Dödsriger i Nordisk Hedentre (København, 1903); **Von Sydow Jätterna i Mytologi och Folktron (F och F [1919] 52—96); Ahrendt Die Riese in der mittelhochdeutschen Epop (Rostock, 1923); **F. Wogemuth Riesen u. Zwerge in den altenfranzösischen erzählenden Dichtung (Tübingen, 1906); **V. Höttges Typenverzeichnis der deutschen Riesen- und riesischen Teufelssagen FFC CXXII (Helsinki, 1937); Tegethoff Schweiz. Archiv f. Vksk. XXIV (1922) 137ff.; Borgese Giganti e Serpenti (Archivio per lo studio delle Tradizioni popolari XX 507ff., XXI 90ff., 161ff.); *Handwb. d. Aberg. IX Nachträge 1120—1138. — Irish myth: "Cross"; U.S. (lumbermen): *Folk-Say I 62 (bibliography of "Paul Bunyan" stories); Icelandic: *Boberg; Finnish-Swedish: Wessman 66 Nos. 565—592; Estonian: Loorits Grundzüge I 465—490; Lithuanian: Balys Index No. 3720; Germanic: Meyer Germanen 226ff.; French: Sébillot France IV 455 s.v. "Géants", »Gargantua«, Sébillot **Gargantua dans les Traditions Populaires; Greek: Frazer Apollodorus I 32f.; Jewish: "Neuman" Arabian: Burton Nights I 65n., V 318, VI 24n., 84, 265n., 268ff., VII 84n.; Eskimo (Greenland): Rink 47, 430, Holm 7, (Central Eskimo): Boas RBAE VI 656, (Smith Sound): Kroeker JAFL XII 167; N. A. Indian (Tahitian): Teit JAFL XXXIV 346ff. Nos. 69, 70, 73, (Kaska): Teit JAFL XXX 446 No. 7, (Aztec): Alexander Lat. Am. 92f.

A133. Giant god. A162.1. Fight of the gods and giants. A164.6. God as lover of giantess. A523. Giant as culture hero. A911. Bodies of water from tears. A933. River from urine of goddess (giantess). A968.1. Mountain from buried giant. A872. Indentions on rock from prints left by man. A1221.1. Mankind begotten by giant's two feet. A1361. Men at first as large as giants. A1659.1. Origin of the Fomorians (giants). B112.12. Dragon of enormous size. B81.9.4. Giant mermaid. B870. Giant animals.

¹ This treatment of giants is largely based on a doctoral dissertation (University of Chicago, 1930), "The Giant in Germanic Tradition" by John R. Broderius. (University of Chicago, 1930; lithoprinted 1933.) For full titles of references, see F420.

D55.1.3. Pygmy turns into a giant. D55.2.3. Giant changes to normal size. D429.2.1. Transformation: man-eating giantess to stone. D12.1.1. Magic object received from giant. E422.3. Revenant as giant. F12.1. Journey to land of giants. F167.3. Giants in otherworld. F364.3. War between fairies and giants. F420.1.4.9. Water-giants. F441.4.5. Tree-spirits — gigantic. FS15.2.1. Hundred-handed giants. F526.1. Typhon. Human down to thighs; coil of vipers below. Dragon heads from his hands. Bigger than mountains. FS35.5.1.1. Battle between dwarfs and giants. F611.1.7. Strong man son of person and giant. F621.2. Trees pulled up by giant. F623.3. Strong man kills giant. F771.2.3. Giants uphold castle. G11.2. Cannibal giant. G100. Giant ogre. G300. Witch. G304. Troll as ogre. G400. Person falls into ogre's power. H156.1.6. Test of valor: fight with giant. J1769.1. Giant thought to be a hill. K12.3. Wrestling match: Antaeus. Giant invincible in wrestling because with each contact with earth his strength is renewed. K722. Giant tricked into becoming mouse. Cat eats him up. N484. Giant unwittingly reveals span of life to dwarf. R11.3. Abduction by giant. X1041. Lie: the large man. X1045. The big wedding. Giant with sixty daughters.

F531.0.1. Biblical worthy as giant. Jewish: *Neuman.

F531.0.2. Giant as Creator's servant. India: Thompson-Balys.
A30. Creator's companions.

F531.0.3. Generation of men at the Deluge gigantic. Jewish: Neuman.
A1010. Deluge.

F531.0.4. Giant woman. Irish myth: *Cross.

F531.1. Appearance of giant. Icelandic: *Boberg.
F515.1.1. Hundred-handed giants.

F531.1.0.1. Beauty of giant. Jewish: Neuman.

F531.1.0.1.1. Beautiful giantess. Broderius § 37; Irish myth: *Cross; Icelandic: De la Saussaye 329, *Boberg; Swedish: Nyare Bidrag till Kännedom om de svenska Landsmålen och svenska Folklif IX 35 No. 80; Denmark: Thiele Danmarks Folkesagn X 164.

F531.1.0.2. Hideous giant. Broderius § 37; Irish myth: *Cross; Icelandic: þidríks saga I 360, *Boberg; Tirol: Zingerle Nos. 172, 181.

F531.1.1. Eyes of giant. *Höttges FFC CXXII 184.

F531.1.1.1. Giant with one eye in middle of forehead. (Cf. F512.1.1.)
Broderius § 37; *BP III 375; *Höttges FFC CXXII 191; Irish myth: *Cross; Welsh: MacCulloch Celtic 191; Icelandic: Boberg; Faröe: Zs. f. Vksk. II 6; Finnish-Swedish: Wessman 67 No. 573; Tirol: Zingerle (1891) No. 2; Greek: Fox 6, Grote I 5, 287; India: Thompson-Balys; Eskimo (Greenland): Holm 10.
A128.1. One-eyed god. F441.4.1. Wood-spirit gigantic with one eye in center of forehead. FS12.1.1. Person with one eye in center of forehead. F541. Remarkable eyes. G213. Witch with extraordinary eyes. G369.7. One-eyed demon.

F531.1.1.1.1. Giant with one eye in the neck which he covers with his lower lip. Icelandic: *Boberg.
F531.1.1. Lips of giant.

F531.1.1.2. Giant with large gleaming eyes. Broderius § 37; *Höttges FFC CXXII 192; Icelandic: Boberg; Norway: Faye Norske Folke-Sagn (Christiania, 1814) 19; Tirol: Zingerle (1891) Nos. 193, 201.

F531.1.1.2.1. Giant with eyes as big as cauldrons. Irish myth: *Cross.

F531.1.1.2.2. Giant with eyes like ponds. Icelandic: Boberg.

F531.1.1.3. Blind giant. Broderius § 37; Icelandic: *Boberg; Sweden:

Runa III (1843) 41 No. 74, IV 37 No. 53; Hanover: Schambach u. Müller Niedersächsische Sagen (Göttingen, 1854) No. 165.1.

A128.1. Blind god. G121. Blind giant (ogre). G511. Ogre blinded. G612. The one eye of the three giants stolen.

F531.1.1.4. *Giant sees great distance.* Jewish: Neuman.

F531.1.1.5. *Giant with many eyes.*

F531.1.1.5.1. *Giant with eight eyes.* Polynesia: Beckwith Myth 210.

F531.1.1.6. *Giantess with green eyes.* Icelandic: Illuga saga Gr. 653, Boberg.

F531.1.2. *Head of giant.* Irish myth: Cross.

F511. Person unusual as to his head. G215. Witch extraordinary as to head.

F531.1.2.0.1. *Gigantic head.* Irish myth: *Cross.

R261.1. Pursuit by rolling head.

F531.1.2.1. *Headless giant.* (Cf. F511.0.1.) Broderius § 37; Irish myth: Cross; Hanover: Kuhn u. Schwarz Norddeutsche Sagen (Leipzig, 1848) No. 167.3; Pomerania: Rosenow 51 No. 46; N. A. Indian (Navaho): Alexander N. Am. 163.

F531.1.2.2. *Many-headed giant.* Irish myth: *Cross; Icelandic: De la Saussaye 329, MacCulloch Eddic 87, 173, Boberg.

B112.3. Many-headed dragon. B15.1.2. Many-headed animal. F511.0.2. Person with more than one head. G215.1. Seven-headed witch. G304.1.3. Many-headed troll.

F531.1.2.2.1. *Two-headed giant.* Irish myth: *Cross.

F531.1.2.2.2. *Three-headed giant.* Icelandic: MacCulloch Eddic 111 *Boberg.

F531.1.2.2.3. *Five-headed giant.* Irish myth: Cross; English: Child II 59.

F531.1.2.2.4. *Six-headed giant.* English: Child V 184.

F531.1.2.2.5. *Nine-headed giant.* Icelandic: MacCulloch Eddic 91, Boberg; Korean: Zong in-Sob 166.

F531.1.2.2.6. *Ten-headed giant.* Philippine (Tinguian): Cole 125.

F531.1.2.2.7. *Many-headed giant—miscellaneous.* Icelandic: Boberg.

F531.1.2.3. *Giant's self-returning head.* Korean: Zong in-Sob 72.

B15.8.5. Self-returning dragon's head. D1602.12. Self-returning head. When head is cut off it returns to proper place without harm to owner. M221. Beheading bargain: giant allows hero to cut off his head; he will cut off hero's later.

F531.1.2.4. *Giant with horse head.* Tirol: Zingerle (1891) 26 No. 41.

F531.1.2.5. *Giant with stone head.* Icelandic: MacCulloch Eddic 83, 279, Boberg (Hrungnir); Oceanic: Beckwith Myth 88.

F531.1.3. *Feet (legs) of giant.*

F517.1. Person unusual as to his feet. F551. Remarkable feet. G216. Witch with extraordinary feet. G303.4.5. The devil's feet and legs.

F531.1.3.1. *Giant with dragon-scales for feet.* Greek: Frazer Apollodorus I 43 n. 2.

F531.1.3.2. *Giant with heels in front.* (Cf. A526.8, F451.2.2.1, F517.1.5, G303.4.5.6.) Irish myth: Cross.

F531.1.3.3. *One-footed giant.* Irish myth: Cross.

F531.1.3.3.1. *One-legged giant.* Irish myth: *Cross; Eskimo (Greenland): Rasmussen I 170.

F531.1.3.4. *Giant's step leaves deep furrows.* Jewish: Neuman.

F531.1.3.5. *Giant fleet of foot despite size.* Jewish: Neuman.
Neuman.

F531.1.3.6. *Giant with feet so large they cannot be moved.* Jewish:

F531.1.4. *Lips of giant.*

F531.1.4.1. *Giant with upper lip reaching heaven; lower earth.* Olrik
Ragnarök 94f.; Cosquin Études 537; India: Thompson-Balys.
F544.1.1. Upper lip curts over nostril; lower hangs down to neck.

F531.1.4.1.1. *Giant with lower lip reaching earth.* Gaster Thespis 190.

F531.1.4.2. *Giant (giantess) with lips hanging down on the breast.* Icelandic: *Boberg.

F531.1.5. *Breasts of giantess.*
G369.6. One-breasted ogress.

F531.1.5.1. *Giantess throws her breasts over her shoulders.* Her two sons
can run after her and suck. Fb "givkone" I 438; Italian: Basile Pen-
tamerone V 4.
F232.2. Fairies have breasts long enough to throw over their shoulders.
F441.2.1.2. Wood-nymph with breasts so long that she throws them over
her shoulder. F460.1.2. Mountain-wife has breasts so long that she
throws them over her shoulder.

F531.1.6. *Other bodily characteristics of giant.*

F531.1.6.1. *Giant with nails like claws.* Icelandic: *Boberg; Chinese:
Werner 387.
E422.1.8. Revenant with peculiar nails. G88. Cannibal has long tooth and
long nail. G219.3. Witch has long nails.

F531.1.6.1.1. *Giantess with iron nails.* Icelandic: *Boberg.

F531.1.6.1.2. *Giant with crooked nails.* Icelandic: *Boberg.

F531.1.6.2. *Giant with teeth like those of saw.* Chinese: Werner 387.
F544.3. Remarkable teeth. G88. Cannibal has long tooth and long nail.
G214. Witch with extraordinary teeth.

F531.1.6.2.1. *Giants (giantesses) with long teeth.* Icelandic: *Boberg.

F531.1.6.2.2. *Giant with very broad teeth.* Chinese: Graham.

F531.1.6.3. *Giants with shaggy hair on their bodies.* Broderius § 37; Ice-
landic: Arnason Legends of Iceland (London, 1864) I 150, Corpus
Poeticum Boreale I 153, Boberg; Tirol: Zingerle (1891) Nos. 180, 186,
190; Babylonian: Gilgamesch-epos I 86ff., cf. 95ff.
F521. Person with unusual covering.

F531.1.6.3.1. *Giant (giantess) with particularly long hair.* Icelandic: *Bo-
berg.
F555.3. Very long hair.

F531.1.6.3.2. *Giant without hair.* Icelandic: *Boberg.

F531.1.6.4. *Giant with long beard.* Broderius § 37. — Icelandic: *Boberg; Swedish: Runa IV (1843) 41 No. 71; Finnish-Swedish: Landtmann Finlands Svenska Folkdiktning VII 537; Tirol: Zingerle (1891) No. 193.

F531.1.6.5. *Giant with golden hair on forehead.* *Fb "guldhår".

F531.1.6.6. *Giant with peculiar nose.* Icelandic: *Boberg.
F514. Person unusual as to his nose.

F531.1.6.6.1. *Giant with crook on end of his nose.* Icelandic: *Boberg; Herrmann Saxo II 599.

F531.1.6.7. *One-armed giant.* Irish myth: *Cross.
F516. Person unusual as to his arms.

F531.1.6.7.1. *Three-armed giant.* Irish myth: Cross.

F531.1.6.7.2. *Giant with six or eight arms.* Icelandic: Herrmann Saxo II 422, MacCulloch Eddic 277, *Boberg; Polynesia: Beckwith Myth 210 (eight).

F531.1.6.7.3. *Giantess with burned arms.* Icelandic: *Boberg.

F531.1.6.8. *Giant's peculiar cheeks.* Icelandic: *Boberg.

F531.1.6.9. *Giant rooted to ground because his nails and hair have grown into the earth on account of his great age.* India: Thompson-Balys.

F531.1.6.10. *Giant with unusual heart.*

F531.1.6.10.1. *Giant with stone heart.* Icelandic: MacCulloch Eddic 279.

F531.1.6.11. *Giant (giantess) with hump.* Icelandic: *Boberg.
K2271. Hunchback villain.

F531.1.6.12. *Giant with one hand and one foot.* Irish myth: *Cross.

F531.1.6.13. *Giant's strength in hair.* (Cf. D1831, G221.1.) Irish myth: Cross.

F531.1.6.14. *Giantess with a tail (many tails).* Icelandic: Boberg.
F460.1.5. Huldra-women have cow's tails.

F531.1.7. *Color of giant.*

F531.1.7.1. *Green giant.* *Kittredge Gawayne 195ff.
E422.1.2. Revenant green. F440.1. Green vegetation spirit. F233.1. Green fairy.

F531.1.7.2. *Black giant.* BP II 253; Irish myth: *Cross; Icelandic: Herrmann Saxo II 588, 593, 599, MacCulloch Eddic 276, *Boberg.
F455.2.3. Trolls are black. F527.5. Black man. G219.7. Black witch. G303.3.1.6. The devil as the black man.

F531.1.8. *Giant in animal form.* Icelandic: MacCulloch Eddic 279.
D630. Transformation and disenchantment at will. D659.2. Transformation to animals to fight. G211. Witch in animal form.

F531.1.8.1. *Giant as wolf.* Icelandic: MacCulloch Eddic 279f, Boberg.

F531.1.8.2. *Giant as serpent.* Icelandic: MacCulloch Eddic 279f, Boberg.

F531.1.8.3. *Giant as eagle.* Icelandic: MacCulloch Eddic 179, 276, 279, Herrmann Saxo II 599, Boberg.

F531.1.8.4. *Giantess in crow's shape.* Icelandic: Völsungasaga ch. 1, Boberg.
D151.4. Transformation: man to crow.

F531.1.8.5. *Giantess transforms self to fly in order to tear woman's stomach.* Icelandic: Egils saga ok Asm. ch. XII 9f., Boberg.
 K932.2. Man transforms self to gadfly to enter giant's stomach and kill him.

F531.1.8.6. *Giant in a gam's shape.* Icelandic: Hjálmtérs saga ok Ölvvers 506, Egils saga Einhenda ch. I 4, II 6, XIV 4, Boberg.
 B31.2. The bird Gam.

F531.1.8.7. *Giant as eagle.* Icelandic: *Boberg.

F531.1.8.8. *Giant (giantess) as sea-mammal.* Icelandic: *Boberg.

F531.1.9. *Frost-giants.* Icelandic: Herrmann Saxo II 580, MacCulloch Eddic 278f., 324, Boberg.

F531.1.10. *Fire giants.* Icelandic: Herrmann Saxo II 592.
 F531.1.10.5. Giants as personifications.

F531.1.11. *Giants and giantesses dressed as human beings.* Icelandic: Boberg.

F531.1.12. *Giant bride's equipment.* Icelandic: Thrymskvida, MacCulloch Eddic 79, *Boberg.

F531.2. *Size of giant.* *Broderius § 37. — Irish myth: *Cross; Icelandic: Arnason Legends of Iceland (London, 1864) I 120 ff.; MacCulloch Eddic 277, *Boberg; Norwegian: Norske Folkminnelag XIII 26; Finnish-Swedish: Landmann Finlands Svenska Folkdiktning VII 537; Swiss: Henne-Am Rhyn No. 454.
 F531.2.1.4. Giant with eyes as big as cauldrons.

F531.2.1. *Extremely tall giant.* (Cf. F533.) Jewish: *Neuman; Buddhist myth: Malalasekera II 736; Fiji: Beckwith Myth 210.

F531.2.1.1. *Giant fifteen feet tall with three feet between the eyes.* Icelandic: Boberg.

F531.2.1.2. *Giants fifty feet tall with footprints six feet long.* Chinese: Werner 387.

F531.2.1.3. *Waters of Deluge reach to giant's ankles.* Jewish: Neuman.

F531.2.1.4. *Giant extends across whole island.* Head against stone in west and feet against another in east. Irish: MacCulloch Celtic 150, *Cross.

F531.2.1.5. *Giant reaches to the sky.* Must lean over to keep from touching. N. A. Indian: *Boas BBAE LIX 289 n. 2, (Kaska): Teit JAFL XXX 445 No. 6.

F531.2.1.6. *Giantess is twice as tall as tall man.* Icelandic: Övar-Odds saga 121.
 F522. Remarkably broad man.

F531.2.2. *Giant with three spans between brows and three yards between shoulders.* English: Child I 332, II 394.

F531.2.2.1. *Giant girl's face is an elbow length wide.* Icelandic: *Boberg.

F531.2.2.2. *Giant's ears six hundred feet long.* Korean: Zong in-Sob 15.

F531.2.3. *Giant's skull holds a man seated.* Irish myth: *Cross.

F531.2.3.1. *Giant's skull so large fowl can pass through eye-hole.* Irish myth: *Cross.

F531.2.3.2. *Giant's skull holds three hounds.* Irish myth: Cross.

F531.2.4. *Giant's large footprints.* (Cf. F531.2.1.2.) Icelandic: *Boberg.

F531.2.5. *Extremely fat giant.* (Cf. F532.) German: Grimm No. 134.

F531.2.5.1. *Giantess is more broad than tall.* Icelandic: *Boberg.

F531.2.6. *Giant lies underground with trees growing all over his body.* When his mouth is opened man falls into it and is swallowed. Finnish: Kalevala rune 17.
F911.5. Giant swallows man.

F531.2.7. *Giant so large he cannot be carried by a horse.* Dickson 173 n. 33.

F531.2.8. *Giant can find only one horse able to carry him.* Dickson 173 n. 33; Icelandic: þidriks saga II 380f., Boberg.
F610.7. Strong man is so heavy that no horse can carry him all day.

F531.2.9. *Giant occupies space of thrice nine men.* Irish myth: Cross.

F531.2.10. *Giant must rest on elbow while speaking to be audible to mortal.* Irish myth: Cross.

F531.2.11. *Demon looks like a mountain.* India: Thompson-Balys.
G360. Ogres with monstrous features.

F531.2.12. *Man with eyes the size of brass pots, teeth like axeheads, ears like elephant's ears.* India: Thompson-Balys.

F531.2.13. *Giantess so heavy that boat almost sinks.* Icelandic: Sturlaugs saga St. 620, Boberg.

F531.2.14. *Baby giants four months old "two feet broad in the chest and twelve feet high."* Irish myth: Cross.

F531.2.15. *Sack of earth in giant's hand looks no bigger than a pea in hand of a man.* Scotland: Baughman.

F531.3. *Gargantuan feats.* Irish myth: Cross.
A928. Giant drinks up ocean. D483. Sea formed from giant's spittle.

F531.3.1. *Giant wades the ocean.* *Krappe Études 79ff.; Broderius § 21.—England: Baughman; Icelandic: *Boberg; Norwegian: Norske Folkmennelag I 65 No. 47, IX 99; German: Grimm Deutsche Sagen (Berlin, 1905) No. 319; Greek: Frazer Apollodorus I 31 n. 4; Buddhist myth: Malalasekera II 737.
F1657. Hero wades across sea.

F531.3.1.1. *Water enters into giant's boots from above.* Finnish-Swedish: Wessman 66 No. 571; Finnish: Aarne FFC XXXIII 44 No. 62; Estonian: Aarne FFC XXV 128 No. 62.

F531.3.1.2. *Giant's leg stops ship at sea.* Hindu: Penzer II 72.

F531.3.1.2.1. *Giant holds back water of river with his foot.* India: Thompson-Balys.

F531.3.1.3. *Thor carries giant in basket across icy stream.* Icelandic: Snorra Edda Skaldsk XVII, Boberg.

F531.3.1.4. *Giant blows to prevent approach of ship.* Irish myth: Cross.

F531.3.2. *Giant throws a great rock.* Broderius § 8; **Höttges FFC

CXXII 21ff., 196f. — Irish myth: *Cross; Icelandic: Herrmann Saxo II 590, *Boberg; Norwegian: Norske Folkminnelag VI 142; Finnish: Aarne FFC XXXIII 44 No. 61; Lappish: Qvigstad FFC LX 47 No. 67; Estonian: Aarne FFC XXV 127 No. 61; Greek: Frazer Apollodorus I 32f.

A901. Topographical features caused by experiences of primitive hero (giant, demigod, deity). A955.6. Islands from stones cast by giantess. A963.1. Mountains from stone dropped from giant (clothes). A963.5. Hills from stones cast by giants. D1731.3. (Dream of) rock-casting contest. F278.1. Fairy casts huge stones to keep enemies off.

F531.3.2.1. Giants throw stones after churches. *Fb "sten" 552ab; **Höttges FFC CXXII 31ff., 199ff.; Danish: Kristensen Danske Sagn III (1895) 27ff., (1931) 17ff.; Schmidt DF XXXIX 70 ff.; Finnish-Swedish: Wessman 70 No. 598, 71 No. 604.

A963.4. Mountains and hills from stones thrown by giant at church.

F531.3.2.2. Giant slings stone with his garters (hair ribbon, etc.) Broderius § 20. — Swedish: Hofberg Svenska Folksägner (Stockholm, 1882) 132; Danish: Thiele Danmarks Folkesagn (København, 1843) I 46; Holstein: Müllenhoff Sagen .. der Herzogthümer Schleswig-Holstein u. Lauenborg (Kiel, 1921) No. 423.

F531.3.2.3. Giants throw tools back and forth. Explains rocks, etc. Broderius § 14; England: Baughman.

F531.3.2.4. Giant hurls mountain. Jewish: Neuman.

F531.3.3. Giant astride a church-roof. Rides it like a horse. Finnish: Aarne FFC XXXIII 44 No. 61**.

F531.3.4. Giant eats (drinks) prodigious amount. Broderius § 23. — Irish myth: *Cross; Icelandic: MacCulloch Eddie 86, 89, 171, 275, *Boberg; Norwegian: Norske Folkminnelag II 28, XIII 23; Swedish: Sydow Jättarna; Westphalia: Kuhn No. 129; Swiss: Henne-Am Rhyn 2 No. 596; Tirol: Zingerle (1891) No. 217; Gaster Thespis 329; Jewish: Neuman; India: *Thompson-Balys.

A928. Giant drinks up ocean. F632. Mighty eater.

F531.3.4.1. Giant eats a thousand cattle. Type 701*.

F531.3.4.2. Giant drinks up a river (lake, sea). German: Grimm No. 134; India: Thompson-Balys.

A928. Giant drinks up ocean. J1781.3.2.1. Demon tries to recover object from river by drinking it dry.

F531.3.4.3. Giant eats whales as small fry. Eskimo (Greenland): Rink 449, (Central Eskimo): Boas RBAE VI 638, (West Hudson Bay): Boas BAM XV 196, (Mackenzie Area): Jenness 66.

F531.3.5. Giant steps prodigious distance. Broderius § 21; *Höttges FFC CXXII 165ff., 281f. — Irish myth: Cross; England: Baughman; Norwegian: Norske Folkminnelag I 61, 65, II 30, 118, IV 101, XIII 26; Finnish-Swedish: Landtmann Finlands Svenska Folkdiktning VII 539, 540, 549, Wessmann 66 No. 570; Danish: Ohrt Danmarks Folkeminder XXI 22; Jewish: Neuman; Hawaii: Beckwith Myth 474; Eskimo (Central): Boas RBAE VI 638.

F531.3.5.1. Giant bestrides mountain. Chinese: Graham.

A133.2. Giant goddess bestrides entire land.

F531.3.5.2. Giant's mighty stride spans earth's width. India: Thompson-Balys.

F531.3.5.3. Giant stands astride river. England: Baughman.

F531.3.6. *Giants carry church across a stream.* Broderius § 22; Westphalia: Kuhn No. 387a; Hanover: Schambach u. Müller Nos. 165.1, 165.2.

F531.3.7. *Giant comes to bake too soon; spills dough.* Giant who has common oven with another thinks he hears companion in next valley scraping the kneading trough. He bakes his dough but finds he is too early and that he has only heard himself scratching. He spills the dough; hence fruitful soil. (Cf. F451.7.2, F455.3.5.) Broderius § 15; *Höttges FFC CXXII 124. Westphalia: Grässe I 835, Zaunert Westfälische 6.

F531.3.8. *Giants' shouts are storms or great noise.* Broderius § 16. — Irish myth: Cross; Icelandic: Arnason Legends of Iceland (London, 1864) I 166; Norse; Norsk Folkekultur IX 99; Swedish: Feilberg Jul II 56; Westphalia: Zaunert Westfälische 6, 11. Cf. Rip Van Winkle. F536. Remarkable voice. F688. Man with marvelous voice.

F531.3.8.1. *Giant's snoring as thunder or storm.* Icelandic: Snorra Edda Gylf. XLVI, MacCulloch Eddic 92, *Boberg.

F531.3.8.2. *Giant's snoring felt as rain.* Icelandic: *Boberg.

F531.3.8.3. *Homecoming giant heard far away.* Icelandic: *Boberg.

F531.3.8.4. *Giantess sings so that it gives echo in all cliffs.* Icelandic: Boberg.

F531.3.8.5. *Earthquake as giant falls down.* Icelandic: þidrikssaga II 384, Boberg.

F531.3.8.5.1. *Earthquake by giant's wrestling.* Icelandic: *Boberg.

F531.3.9. *Giants sit on mountains and wash feet in stream below.* Broderius § 21; Icelandic: MacCulloch Eddic 285, *Boberg; Danish: Danmarks Folkeminder No. 40 (1933) 71; Norse: Norsk Folkminne-lag XIII 28; Swiss: Henne-Am Rhyn No. 611; French: Sébillot France I 232.

F531.3.10. *Giants carry trees.* (Cf. F631.) Irish myth: Cross; French Canadian: Barbeau JAFL XXIX 12; Missouri French: Carrière. F621.2. Trees pulled up by giant.

F531.3.11. *Giant swallows men.* Irish myth: Cross.
F531.5. Giants and men, G11.2. Cannibal giant.

F531.3.12. *Giant's hunting (fishing).*

F531.3.12.1. *Giant threads an elephant on a fish-hook.* India: Thompson-Balys.

F531.3.12.2. *Giant fishes whales.* Icelandic: Corpus Poeticum Boreale I 233, MacCulloch Eddic 277, Snorra Edda Skalksk XLVI, Boberg; Maori: Clark 51.

F531.3.12.3. *Giantess kills monstrous bear.* Eskimo (West Hudson Bay): Boas BAM XV 197.
B871.1.2. Monstrous bear.

F531.3.13. *Giant (giantess) carries prodigious burden.* Icelandic: Hálf-danar saga Br. 577, Boberg.

F531.3.13.1. *Giant carries prodigious hunting-prey (whales, bear).* Danish: Grundtvig DgF No. 18; Icelandic: Corpus Poeticum Boreale I 223, *Boberg.

F531.3.13.2. *Giant allows others to cling to him while he swims with them safely across the rivers.* India: Thompson-Balys.

F531.3.14. *Beam breaks at giant's glance.* Icelandic: Corpus Poeticum Boreale I 221. Boberg.

F531.3.15. *Giants' awful amusements, playing with men's lives.* Icelandic: *Boberg.

F531.4. *Gigantic possessions of giant.*

F531.4.1. *Giant came for strong man. Cane holds fifty cattle.*

F531.4.1. *Giant with mill-wheel as shield.* Malone PMLA XLIII 401.

F531.4.2. *Giant with gigantic chain as belt. Elephant can go through each link.* Malone PMLA XLIII 401.

F531.4.3. *Knights drink from a huge nine-gallon cup.* English: Wells 60 (Syre Gawene and the Earle of Carelyle).

F531.4.4. *Giant with club as large as wheelshaft of mill.* Irish myth: Cross.

F531.4.5. *Giant with tree for herding stick.*

F531.4.5. *Giant's enormous weapons.*

F531.4.5. *Extraordinary weapon.*

F531.4.5.1. *Giant with iron club as weapon.* Icelandic: *Boberg.

F531.4.5.2. *Giant with iron bar as weapon.* Icelandic: *Boberg.

F531.4.5.3. *Giant has stone club.* Icelandic: MacCulloch Eddic 282, Snorra Edda Skaldsk. XVII, Boberg.

F531.4.5.4. *Giant has stone shield.* Icelandic: Boberg.

F531.4.5.5. *Giant has enormous spear.* India: Thompson-Balys.

F531.4.6. *Giant wears enormous jewel.* India: Thompson-Balys.

F531.4.7. *Giant's clothes.*

F531.4.7.1. *Giants dressed in skin.* Icelandic: Herrmann Saxo II 80ff., *Boberg.

F531.4.7.2. *Trolls dressed in skin.*

F531.4.7.1.1. *Giants wear skins with flesh still on.* Eskimo (West Hudson Bay): Boas BAM XV 210.

F531.4.7.1.2. *Giantess in obscenely shriveled skin skirt.* Icelandic: *Boberg.

F531.4.7.2. *Giants wear long coats with lamps under them.* Eskimo (Central): Boas RBAE VI 634.

F531.4.7.3. *Giantess in red dress.* Icelandic: Boberg.

F531.4.8. *Giant has stone as boat.* Icelandic: *Boberg.

F531.4.8. *Stone boat (ship).*

F531.4.9. *Giant's huge kettle.* Icelandic: Corpus Poeticum Boreale I 220, MacCulloch Eddic 86, *Boberg.

F531.4.9. *Gigantic cauldron.*

F531.4.10. *Giant's enormous bed.* Icelandic: *Boberg; Jewish: *Neuman.

F531.4.11. *Giant's enormous animals.*

F531.4.11.1. *Giants have wolf and bears as dogs.* Icelandic: Örvar-Odds saga 122—24, Boberg.

F531.4.11.2. *Foxes as giant's lice.* Eskimo (Greenland): Rasmussen III 150.

F531.4.12. *Giant's net can hem in whole forest.* Africa (Fang): Trilles 202.

F531.5. *Giants and men.* Irish myth: *Cross.

F531.5.1. Giant swallows men. F531.5.7.2. Giant obtains treasure from man. F628.2.3. Strong man kills giant. G810. Theft from ogre.

F531.5.1. *Giant friendly to man.* Broderius § 24. — Irish myth: *Cross; U.S.: Baughman; Icelandic: Árnason Legends of Iceland (London, 1864) I 148, *Boberg; Norse: Feilberg Jul II 56; Tirol: Zingerle (1891) Nos. 40, 172, 183, 186, 199, 200, 220.

D812.11. Magic object received from giant. D845.1. Magic object found in giant's cave. F531.5.7.1.2. Giantess daughter of giant and abducted maiden (therefore helps hero). F531. Giant is transformed man, G530. Ogre's relative aids hero. H1233.4.2. Quest accomplished with aid of giantess. N812. Giant or ogre as helper.

F531.5.1.1. *Giant carries man in his pocket (glove, bosom).* (Cf. F531.5.3.) German: Grimm No. 193; Breton: Sébillot Incidents s.v. "géant"; India: Thompson-Balys; N. A. Indian: *Thompson Tales 358 n. 287 I, (Ojibwa): Jones-Michelson PAES VII (2) 171ff.

F531.5.1.1.1. *Giant carries man in sack.* Eskimo (Greenland): Holm 39. G561. Ogre tricked into carrying prisoner home in bag.

F531.5.1.1.2. *Giant carries man on his back.* Eskimo (Greenland): Rasmussen III 245.

F531.5.1.1.3. *Giant carries man on brim of his hat.* German: Grimm No. 193.

F531.5.1.1.4. *Giant carries man under his belt.* Icelandic: Boberg.

F531.5.1.2. *Giants and men fraternize at Christmas.* Liestel Festschrift til Feilberg 195ff.

F531.5.2. *Man mistakes giant's glove for house.* *Von Sydow Danske Studier (1910) 154; Icelandic: *Boberg.

F531.5.3. *Giant's toy.* A young giantess picks up a man plowing. Wants him as a toy. Her mother says, "Take him back. He will drive us away." (Cf. F531.5.1.) **V. Höttges Die Sage vom Riesen Spielzeug (Jena, 1931); Höttges FFC CXII 172; Broderius § 29; Type 701*; *Fb "kjæmpe" II 149a; "plove" II 848; *Tegethoff Schweiz. Archiv f. Vksk. XXIV 139 n. 14. — Finnish-Swedish: Wessman 67 No. 575; Lappish: Qvigstad FFC LX 47 No. 73; Lithuanian: Balys Index No. 3712; Livonian: Loorits FFC LXVI 73 No. 225; Flemish: Meyer FFC XXXVII No. 701*; Missouri French: Carrière.

F531.5.4. *Giant thinks hammer-blow on head is a nut falling.* Man strikes with all his might. *Von Sydow Danske Studier (1910) 159; Icelandic: MacCulloch Eddie 92; N. A. Indian (Seneca): Curtin-Hewitt RBAE XXXII 213 No. 41; Africa (Fang): Einstein 47.

F615.3.1.1. Strong hero asks that chickens stop scratching. When his master throws millstone on him he complains that chickens are scratching dirt on him.

F531.5.4.1. *Giant thinks shower of stones is snowfall.* Wales: Baughman.

F531.5.4.2. *Giant's head gnawed by foxes: thinks soot is falling on him.* Eskimo (Greenland): Rasmussen III 150.

F531.5.5. *Giants repay loan with large interest.* Cask of gold for ale, etc. Icelandic: Feilberg Jul II 56; Swedish: Runa IV (1843) 29, 30, 38, 45.
 F335.1. Fairy grateful for loan of meal causes the vessel to remain full thereafter. F455.6.2.1. Troll repays loan with costly or magic object.

F531.5.6. *Giants' gifts to men.*

F531.5.6.1. *Giants' magic gifts return to original form in hands of men.* (Cf. F451.5.1.4 and cross-references.) Broderius § 33; Icelandic: Arnason Legends of Iceland (London, 1864) I 148; German: Jahn Nos. 29, 217.

F531.5.6.2. *Giant's present: magic loaf producing inexhaustible harvest.* India: Thompson-Balys.
 D1652.1. Inexhaustible food.

F531.5.6.3. *Giant's presents cease when source is disclosed.* (Cf. F348.5.) Eskimo (Greenland): Rasmussen III 235.
 C423.1. Tabu revealing source of magic power.

F531.5.7. *Giants marry human beings.* (Cf. F420.6.1, F460.4, and cross references.) Broderius § 30. — Irish myth: Cross; Missouri French: Carrière; Icelandic: Arnason Legends of Iceland (London, 1864) I 135, MacCulloch Eddic 278, 175, *Boberg; Norse: Norsk Folkmennelag I 63; Swedish: Runa IV (1843) 41 No. 72.
 G81. Unwitting marriage to cannibal.

F531.5.7.0.1. *Giant woos mortal woman.* Jewish: Neuman.

F531.5.7.0.2. *Giant demands girl, but is killed in duel about her.* (Cf. F610.3.4.2.1.) Icelandic: *Boberg.
 G550. Rescue from ogre. H217.2. Decision by single combat or holmgang of who is going to marry girl. H335.4.4. Suitor task: to kill (defeat) unwelcome suitor. R111.1.9. Princess rescued from undesired suitor.

F531.5.7.0.3. *Giantesses pursue men in order to marry them.* Icelandic: *Boberg.

F531.5.7.1. *Mortal son of giant.* Irish myth: Cross; Icelandic: *Boberg.

F531.5.7.1.1. *Mortal son of man and giantess.* Icelandic: Flateyjarbók I 23, Boberg.

F531.5.7.1.2. *Giantess daughter of giant and abducted maiden (therefore helps hero).* Icelandic: *Boberg.
 D812.11. Magic object received from giant. D845.2. Magic object found in giant's cave. F531.5.1. Giant friendly to man. F531.5.1.2. Giant is transformed man. G440. Ogre abducts person. N812. Giant or ogre as helper. R111.1. Princess (maiden) abducted by monster (ogre).

F531.5.8. *Giants and Christians.*

F531.5.8.1. *Giants hostile to Christianity.* Broderius § 25.

F531.5.8.2. *Giants exorcised by clergy.* Icelandic: Arnason Legends of Iceland (London, 1864) I 138; West Indies: Flowers 435.

F531.5.8.3. *Giants Christianized.* Broderius § 25; Irish myth: *Cross; Norwegian: Norske Sagn (Christiania, 1902) 119; German: Grimm Deutsche Sagen (1905) No. 137.

F531.5.9. *The giant on the ark.* Noah saves a giant on the ark. Cannot enter but stays in the rigging. Noah sends him food through a hole. Dh I 283; Jewish: *Neuman.
 A1021. Deluge: escape in ark.

F531.5.10. *Giant as servant to man.* Irish myth: Cross; Icelandic: *Boberg.

F531.5.10.1. *Giant driven by girl.* Irish myth: Cross.

F531.5.10.2. *Giant maidens grind gold, peace, soldiers, salt, etc., on large stone mill.* BP II 438ff.; Type 565; Icelandic: Herrmann Saxo II 140ff.; MacCulloch Eddic 282—83, Boberg.

F451.5.15.1. *Dwarf king turns mill which produces gold.* F871. Sampo. One side flour mill; one, salt mill; one, mill for coining money.

F531.5.11. *Giant in contest with man.* Irish myth: *Cross; Icelandic: *Boberg.

F531.5.11.1. *Giant wins walking contest against man.* Irish myth: Cross.

F531.5.11.2. *Footrace between giant and mortal.* Irish myth: Cross.

F531.5.12. *Giant insults hero by shaving his head and smearing it with cow dung.* Irish myth: *Cross.

F531.5.13. *Giants like butter more than anything else.* Get trough of butter in return for help. Icelandic: Egils saga einhenda 79, Boberg.

F531.5.14. *Man kills giant's baby.* Eskimo (Mackenzie Area): Jenness 83, (West Hudson Bay): Boas BAM XV 539.

F531.5.15. *Giants cause men to sin.* Jewish: Neuman.

F531.6. *Other giant motifs.*

F65. *Giant shot into upper world by means of magic bow.*

F531.6.1. *Origin of giants.* (Cf. F531.5.7.1.2.) Icelandic: MacCulloch Eddic 275.

G206. *Witch has (three) giant sons.*

F531.6.1.1. *Sons of God and Daughters of men.* Before the flood angels have relations with human women: origin of giants. Dh I 294; Krappe Studi e Materiali di Storia delle Religioni IX (1933) 157—172.

A180. *God in relation to mortals.* A1200. *Creation of man.* A1610. *Origin of various tribes.*

F531.6.1.2. *Giant is transformed man.* Irish myth: Cross; Icelandic: *Boberg.

F531.6.1.3. *Giant son of black cat.* Icelandic: Flateyjarbók I 529, Boberg. B392.6. *Black cat as servant of giant.* B631. *Human offspring from marriage to animal.* E423.1.2. *Revenant as cat.* G219.7. *Black witch.* G225.3. *Cat as servant of witch.*

F531.6.1.4. *Gigantic son of king and mermaid.* Icelandic: Þidriks saga I 73, Boberg.

F531.6.1.5. *Giants as personifications.* Icelandic: Herrmann Saxo II 580, MacCulloch Eddic 281.

F531.6.1.6. *Giant made of the venom from Elivagar.* Icelandic: MacCulloch Eddic 326, Boberg.

F531.6.1.7. *Giants as sons of Ymir or Aurgelmir.* (See A642, A831.2.)

F531.6.1.8. *Giants as reincarnated animals.* Korean: Zong in-Sob 64.

F531.6.1.9. *Giants as descendants of Cain.* (Cf. F535.0.1.) Jewish: Neuman.

F531.6.2. *Haunts of giants.*

B220. *Animal kingdom (or community).* F420.1.4.9. *Water giants.*

F531.6.2.0.1. *Giants in "Risaland" or "Jotunheimar" without nearer definition.* Icelandic: *Boberg.

F531.6.2.1. *Giants live in mountains or caves.* Broderius § 11. — Irish myth: Cross; Icelandic: *Boberg, Árnason Legends of Iceland (London, 1864) 135; Finnish-Swedish: Wessmann 67 No. 572; Jewish: Neuman.
 F450. Underground spirits. F460. Mountain spirits.

F531.6.2.2. *Giants live under water.*

F531.6.2.2.1. *Giants live under sea.* Irish myth: Cross.
 D921.3. Lake under which smith (giant) lives. F133. Submarine other-world. F212. Fairyland under water. F725.5. People live under sea.

F531.6.2.2.2. *Giant lives under lake.* Irish myth: *Cross.

F531.6.2.2.3. *Giant's home beneath waterfall in lake.* Icelandic: *Boberg. Cf. Beowulf.

F531.6.2.3. *Giants' live in the east.* Icelandic: MacCulloch Eddic 81, *Boberg.

F531.6.2.4. *Giants live in the utmost northwest.* Icelandic: *Boberg.
 E481.6.1. Land of dead in north. G633. North as abode of evil spirits.

F531.6.2.5. *Giants live at the world's end.* Icelandic: *Boberg.

F531.6.2.6. *Giants in a region of darkness and cold.* Icelandic: MacCulloch Eddic 321, Herrmann Saxo II 583ff., 601.

F531.6.2.7. *Giants in wild forests.* Icelandic: MacCulloch Eddic 280.

F531.6.3. *Homes of giants.* Irish myth: *Cross; Icelandic: Herrmann Saxo II 586ff., 595, MacCulloch Eddic 276, Boberg.

F531.6.3.0.1. *Men not to disclose giant's home.* (Cf. C420.) Eskimo (Greenland): Rasmussen III 231.

F531.6.3.1. *Giants live in castles (raths, duns) (ruins of which may still be seen).* Broderius § 11; Irish myth: *Cross; English: Wells 59 (The Turke and Gowin); Icelandic: MacCulloch Eddic 319, 282; German: Grimm Deutsche Sagen (1905) Nos. 16, 20.
 A135.2. Origin of raths. F531.6.6. Giants as builders of great structures. D1136.1. Fort produced by magic. F771.4.1. Castle inhabited by ogres (giants). F771.5.2. Castle (stronghold) guarded by giants. G111. Giant ogres possess castle.

F531.6.3.2. *Giant lives in fairyland.* Irish myth: *Cross.
 F210. Fairyland.

F531.6.4. *Age of giants.*

F531.6.4.1. *Giants have great age.* Calculated by age of wood. Broderius § 35; Icelandic: MacCulloch Eddie 276, Boberg; Tirol: Zingerle (1891) Nos. 173, 187, 190; Jewish: *Neuman.
 A191.1. Great age of the gods. F221.1.5. Changeling calculates his age by the age of the forest. F971. Extremely old person. G631. Ogre so old that his eyelids must be propped up. Q562.1. The wandering Jew.

F531.6.4.2. *Giants live to be eighteen thousand years old.* Chinese: Werner 387.

F531.6.4.3. *Giant immortal.* Jewish: Neuman.

F531.6.5. *Giants as magicians.* Broderius § 33; *Höttges FFC CXXII 145;

Irish myth: *Cross; Icelandic: Árnason Legends of Iceland (London, 1864) I 122, 131, 148, *Boberg; German: Grimm Deutsche Sagen (1907) No. 318.4.

D630. Transformation and disenchantment at will. D659.2. Transformation to animals to fight. D1711 Magician. F531.1.8. Giant in animal form. G210. Form of witch.

F531.6.5.1. Giants can make selves invisible. (Cf. F531.6.12.1.1.) Irish myth: *Cross; Norwegian: Norsk Folkminnelag XIII 23; Finnish-Swedish: Landtmann Finlands Svenska Folkdiktning VIII 538.

F235.1. Fairies invisible. F420.1.5. Water-spirits invisible.

F531.6.5.2. Giants large or small at will. Broderius § 17; Icelandic: Saxo ed. Elton 26, MacCulloch Eddic 277, *Boberg; German: Henne-Am Rhyn Nos. 441, 562, 225, 365, 444.

D1836. Magic waxing and waning of strength. F531.6.15.2. Giant inflates self and floats through air. G303.3.5.1. Devil becomes larger and larger. G365.2. Ogre can extend leg or arm any distance. G369.1.1 Rakshasas have power of extending bodies eighty miles.

F531.6.5.3. Giant has wound-healing balm. Dickson 187 nn. 61—62; Icelandic: MacCulloch Eddic 230, *Boberg; Missouri French: Carrière.

D1244. Magic ointment. D1503.4. Magic balm heals wounds. F451.5.1.10. Dwarfs heal (give medicine).

F531.6.5.4. Giants as controllers of the elements. *Höttges FFC CXXII 721, 256; Icelandic: MacCulloch Eddic 75ff., 276, *Boberg.

G93. Cannibal breaks wind as means of attack. G283. Witches have control over weather.

F531.6.6. Giants as builders of great structures. Broderius § 2; Wünsche Teufel 19; **Höttges FFC CXXII 49ff., 218ff.; Irish myth: *Cross; English: Wells 80 (Sir Tristrem); Icelandic: Árnason Legends of Iceland (London, 1864) I 49; MacCulloch Eddic 276, 278, 286, Boberg; Danish: Kristensen Danske Sagn III (1895) 25ff., (1931) 15ff. (churches); Fb "kirke" II 124a; Finnish-Swedish: Wessman 67 No. 580, 68 No. 582, 69. Nos. 593—97; Lithuanian: Balys Index No. 3714.

A179.1. God as rath-builder. A538. Culture hero builds raths. A963.5. Hills from stone cast by giants. A972.6. Indentations on rocks caused by giants. F271.2.1. Fairies build causeway. F551.3.4.1. Dwarfs as artificers. G303.9.1. The devil as master-builder.

F531.6.6.1. Giants by night move buildings built by men in day. Broderius § 3. — Norwegian: Norsk Folkminnelag II 28; Danish: Kristensen Danske Sagn III (1892) 174ff., (1931) 127ff. (churches); Fb "kirke" II 124a; Finnish-Swedish: Landtmann Finlands Svenska Folkdiktning VII (Helsingfors 1919) 553.

F531.5. Giants and men

F531.6.6.2. Giant builds hill for his home. England: Baughman.

F531.6.6.3. Giant digs trench for course of Severn River. England: Baughman.

F531.6.6.4. Giant makes cleft in rock when he misses another giant with spade blow. England: Baughman.

F531.6.6.5. Giant and his wife build Roman road in a trice. Giant paves; wife brings stones. England: Baughman.

F531.6.7. Giant's treasure. (Cf. F531.6.8.3.1.) *Höttges FFC CXXII 143; Irish myth: *Cross; Icelandic: Herrmann Saxo II 583ff., MacCulloch Eddic 277 (Sutting's poetic mead, runes), Snorra Edda Gylf. IV and XV (Mimir's well), Snorra Edda Skald. XXXII (gold); Estonian: Veckenstedt Sagen der Zamaiten (Heidelberg, 1883) II 141 No. 4, 200 No. 24; Hesse-Nassau: Zaunert 61.

F531.6.7.1. *Giant possesses treasure.* Broderius § 13.—Icelandic: MacCulloch Eddic 279 (Alvaldi's gold), 84 (magic objects); Norwegian: Norske Folkmennelag XIII 29; Farðe: Zs. f. Vksk. II 6 No. 6; Swiss: Jegerlehner Oberwallis 92 No. 117; Styria: Henne-Am Rhyn No. 225.

D812.11. Magic object received from giant. D838.6. Magic object stolen from giant. DB45.11. Magic object found in giant's cave. G610. Theft from ogre. N538.2. Treasure from defeated giant.

F531.6.7.1.1. *Giants have animals (dogs, etc.)* Icelandic: Herrmann Saxo II 591, 593, 595; MacCulloch Eddic 66, 85, 88, 111, 230, 276—77, *Boberg. A673. Hound of hell. F531.4.11.1. Giants have wolf and bears as dogs. F531.6.16.2. Giant's animals help him in fight.

F531.6.7.1.2. *Giants' ship (Naglfar).* Icelandic: MacCulloch Eddic 340. F841.1.5. Ship Naglfar. Made of parings of fingernails of the dead.

F531.6.7.2. *Giant obtains treasure from man.* Irish myth: Cross. F531.5. Giants and men.

F531.6.7.2.1. *Giant steals from man (fish, sheep, sword).* Icelandic: *Boberg.

F531.6.8. *Mutual relations of giants.*

F531.6.8.1. *Giant in love with giantess.* Broderius § 30; Irish myth: "Cross"; Icelandic: *Boberg; Norse: Norsk Folkmennelag XIII 29; Danish: Thiele Danmarks Folkesagn (København, 1843) II 47; German: Grimm Deutsche Sagen (1907) No. 319.

F531.6.8.2. *Giants pursue giant women.* Broderius § 30; Irish myth: "Cross"; Swedish: Runa IV (1843) 27 No. 10; German: Grimm Deutsche Sagen (1907) No. 318.4; Tirol: Zingerle (1891) 176—180.

F531.6.8.3. *Enmity (competition) between giants.* Icelandic: *Boberg.

F531.6.8.3.1. *Giants and giantesses fight about treasures.* Icelandic: *Boberg.

F531.6.8.3.2. *Giant steals from giant.* Icelandic: Boberg.

F531.6.8.3.3. *Giants wrestle with each other.* India: Thompson-Balys.

F531.6.8.4. *Giants' festivities.* Icelandic: *Boberg.

F531.6.8.4.1. *One giant invites another to a feast (wedding).* Latter must be satisfied that food is plentiful. Lithuanian: Balys Index No. 3713.

F531.6.8.5. *Giants' social relations.*

F531.6.8.5.1. *Giants have king, queen.* Icelandic: *Boberg.

F531.6.8.5.2. *Giants have parliament.* Icelandic: *Boberg.

F531.6.8.6. *Giants have children.* Icelandic: *Boberg.

F531.6.8.7. *Giants meet successively larger giants.* Chinese: Eberhard FFC CXX 261.

F531.6.8.8. *Giant does not grow until another giant causes him to do so.* Eskimo (Greenland): Holm 8.

F531.6.9. *Giants as warriors (in army).* Broderius § 32; Irish myth: Cross; Icelandic: *Boberg; Bohemian: Jungbauer Böhmerwald Sagen (Jena, 1924).

F531.6.10. *Other occupations of giants.*

F531.6.10.1. *Giant as smith.* Irish myth: *Cross; Icelandic: MacCulloch Eddic 282, *Boberg.

A142. Smith of the gods. F451.3.4.2. Dwarfs as smith. K1816.12. Disguise as smith. L113.6. Smith as hero. P447. Smith.

F531.6.11. *Antipathies of giants.*

G304.2.4.1. Trolls cannot endure churchbells.

F531.6.11.1. *Giants fear lightning.* Broderius § 27; Icelandic: MacCulloch Eddic 278, 285; Swedish: Henne-Am Rhyn No. 609; German: Zaunert Westfälische 1.

F531.6.12. *Disappearance or death of giants.* **Höttges FFC CXXII 75; Irish myth: *Cross.

A162.1. Fight of gods (fairies) and giants. E765.4.1.1. Giant must be slain before hero can marry daughter. G511.1. One-eyed giant (ogre) blinded (and killed) by arrow. G550.1.1. Giant overcome and slain when his wife binds his hair to posts. Z312.2. Giant ogre can be killed only with iron club he carries.

F531.6.12.1. *Disappearance of giants.* Broderius § 28.

F531.6.12.1.1. *Giant disappears in mist.* (Cf. F531.6.5.1.) Irish myth: Cross.

F531.6.12.1.2. *Giant cursed.* Irish myth: Cross.

F531.6.12.2. *Sunlight turns giant or troll to stone.* Broderius § 7; Icelandic: MacCulloch Eddic 277, 282, 285, Corpus Poeticum Boreale I 154, Arnason Legends of Iceland (London, 1864) I 124, Boberg.

C961.2. Transformation to stone for breaking tabu. E452. Ghost laid at cockcrow (dawn). F383.4. Fairy must leave at cockcrow. F451.3.2.1. Dwarfs turn to stone at sunrise. G304.2.5. Troll bursts when sun shines on him.

F531.6.12.3. *Slain giant turns to salt stone.* Icelandic: *Boberg.

C961.1. Transformation to pillar of salt for breaking tabu.

F531.6.12.4. *Giants killed by lightning or thunder (personified in the thunder-god).* (Cf. F531.6.11.1.) Icelandic: Herrmann Saxo II 592, MacCulloch Eddie 69ff., Boberg.

F531.6.12.5. *Giant killed by earthquake.* Icelandic: þidriks saga I 80, Boberg.

F531.6.12.6. *Giant slain by man.* (Cf. F531.6.9, F628 2.3, G500.) Icelandic: *Boberg; Jewish: *Neuman; Koryak: Jochelson JE VI 374f.; Eskimo (Mackenzie Area): Jenness 83, (West Hudson Bay): Boas BAM XV 315, 537f.

F531.6.12.6.1. *Giant destroyed by army.* Jewish: Neuman.

F531.6.12.7. *Giants driven away by men.* Icelandic: Boberg.

F531.6.12.8. *Giant drowned.*

F531.6.12.8.1. *Giants drowned (in Ymir's blood).* Icelandic: MacCulloch Eddic 324, Snorra Edda skaldsk. ch. II, Boberg.

F531.6.12.8.2. *Giant drowned in Deluge.* (Cf. A1010.) Jewish: Neuman.

F531.6.13. *Graves of giants.* Broderius § 12; **Höttges FFC CXXII 75ff., 256f.; Irish myth: Cross; Icelandic: Arnason Legends of Iceland (London, 1864) I 40, 51, 53, 148; Danish: Kristensen Danske Sagn III (1895) 13ff., (1931) 8ff., VI 74; Finnish-Swedish: Wessman 67 No. 577; Fardé: Zs. f. Vksk. II 18.

A374.2. Certain stones from transformed giants.

F531.6.13.1. *Giants enchanted in caverns.* Broderius § 34; Swedish: Runa (1847) 34 No. 9; Tirol: Henne-Am Rhyn 2 No. 628.
D1960.2. Kyffhäuser. King asleep in mountain.

F531.6.13.2. *Giant enchanted in car.* Icelandic: Hálfdanar saga Br. 574, Boberg.

F531.6.14. *Ghost of giant.* Broderius § 17; *Höttiges FFC CXXII 133; Westphalia: Zaunert Westfälische 5; Ditzmarsch: Zs. f. Vksk. VIII 210; Tirol: Zingerle (1891) Nos. 41, 206, 357.
E200—E598. Ghosts. E422.3. Size of revenant.

F531.6.15. *Giants and supernatural beings.*

F531.6.15.1. *Giants and gods in fight.* Icelandic: Corpus Poeticum Boreale I 151, MacCulloch Eddic 83—84, 91, 179, 275 ff.
A106. Opposition of good and evil gods.

F531.6.15.2. *Love relations between giants and other supernatural beings.* (Cf. F531.6.8.1.) Icelandic: Corpus Poeticum Boreale I 119, cf. O. Lundberg in Actos Svecica 2, Ups. 1944, 5ff., Herrmann Saxo II 97ff., MacCulloch Eddic 47ff., 82, 91, 110, 158, 181, Boberg.

F531.6.15.3. *Giants and dwarfs friendly.* Eskimo (Mackenzie Area): Jeness 83, (Central): Boas RBAE VI 635.

F531.6.16. *Attendants of the giants.*
B292.6. Black cat as servant of giant.

F531.6.16.1. *Giants' watchman (Eggther).* Icelandic: MacCulloch Eddic 276, Boberg.

F531.6.16.2. *Giant's animals help him in fight.* Icelandic: *Boberg.
F531.4.11. Giants have wolf and bears as dogs. F531.6.7.1.1. Giants have animals (dogs, horses, cattle, goats, sheep, etc.).

F531.6.16.3. *Man as servant of giant.* Icelandic: *Boberg.

F531.6.17. *Other acts of giants.*

F531.6.17.1. *Giants dance.* *Fb "danse" I 93a.
F261. Fairies dance. F451.6.3.4. Dwarf dances. F470.2. Night spirits dance. F471.1.1.2. Alps dance. F462.5.1. Brownies dance.

F531.6.17.2. *Giant inflates self and floats through air.* (Cf. F531.6.5.2.) Malone PMLA XLIII 412.

F531.6.17.2.1. *Giant flies over water like bird.* Irish myth: *Cross.

F531.6.17.3. *Eagle carries giant to its nest.* Breton: Sébillot Incidents s.v. "aigle".
B11.6.6. Dragon guards bridge to otherworld. B552. Man carried by bird.

F531.6.17.4. *Giant plays musical instrument.* Irish myth: Cross.

F531.6.17.5. *Giant herdsman.* Irish myth: Cross.

F531.6.17.6. *Giant rolls like wheel.* Irish myth: Cross.

F531.6.17.7. *Giants are wise.* Icelandic: MacCulloch Eddic 277, 127, *Boberg.
N812.1. Wise giant as foster-father of hero.

F532. *Remarkably broad man.* Köhler-Bolte I 403; Jewish: Neuman.
F531.2.12. Giantess is more broad than tall.

F533. *Remarkably tall man.* (Cf. F531.2.1.) Köhler-Bolte I 403; Irish myth: *Cross; Icelandic: þidriks saga I 345, Boberg; Jewish: *Neuman; Marquesas: Handy 126; Hawaii: Beckwith Myth 392; Fiji: ibid. 472; Tuamotu: ibid. 471.

F535. *Pygmy. Remarkably small man.* Also called "dwarf". To be distinguished from the dwarfs who live in the woods and inhabit underground places (F451). *Schoeppele Tristan and Isolt I 242 n. 6; *Frazer Pausanias II 107; *Chauvin VII 15 No. 373C n. 1; Irish myth: *Cross; English: Hartland Science 179; Icelandic: *Boberg; Greek: Fox 256; Arabian: Burton Nights V 252 n. 7; Jewish: Neuman; India: *Thompson-Balys; Chinese: Werner 386; N. A. Indian (Cherokee): Alexander N. Am. 68; African: *Werner African 258ff.

A134. Dwarf god. D55.1.3. Pygmy turns into a giant. F123. Journey to land of little men (pygmies). F239.4. Fairy is tiny. F441.4. Tree spirits tiny. F451. Dwarf as underground spirit. F547.2.1. Hermaphrodite pygmies. F610.2. Dwarf-hero of superhuman strength. N821. Help from little men.

F535.0.1. *Pygmies descendants of Cain.* (Cf. F531.6.1.9.) Jewish: Neuman.

F535.1. *Thumbling.* Person the size of a thumb. *Types 327B, 700; *BP I 361, 389; Fb "tomling"; Saintyves Contes de Perrault 245ff., 314ff.; *Hdwb. d. Märch. s.v. "Daumling"; India: *Thompson-Balys.

F911.3.1. Thumbling swallowed by animals. K565. Thumbling in animal's belly persuades latter to go to his father's house for plunder; rescued. L112.2. Very small hero. T533. Thumbling born as result of hasty wish of parents.

F535.1.1. *Adventures of thumbling.* See Type 700 for detailed adventures.

F535.1.1.1. *Thumbling drives wagon by sitting in horse's ear.* Type 700; BP I 389.

F535.1.1.2. *Thumbling drives mule.* India: Thompson-Balys.

F535.1.1.3. *Thumbling carried up chimney by steam of food.* *Type 700; BP I 389.

F535.1.1.4. *Thumbling lies by sleeping man.* Is blown to window by man's breath. BP I 397.

F535.1.1.5. *Thumbling in danger of being sucked in by man's breath.* BP I 397.

F535.1.1.6. *Thumbling lost in animal track.* India: Thompson-Balys.

F535.1.1.7. *Thumbling has cat as riding-horse.* India: Thompson-Balys. B557. Unusual animal as riding-horse.

F535.1.1.8. *Thumbling imprisoned in a sausage.* German: Grimm No. 45.

F535.1.1.9. *Thumbling sold as freak.* German: Grimm No. 37.

F535.1.1.10. *Thumbling hides in small place.*

F535.1.1.10.1. *Thumbling hides under thimble in table drawer.* German: Grimm No. 45.

F535.1.1.10.2. *Thumbling hides in a snail shell, in a mouse hole.* German: Grimm No. 37.

F535.1.1.11. *Thumbling as accomplice to robbers.* German: Grimm No. 37, 45.

F535.1.1.11.1. *Thumbling steals by entering keyhole.* German: Grimm No. 37, 45.

F535.1.1.12. *Thumbling carries needle as sword.* German: Grimm No. 45.

F535.1.1.13. *Thumbling carried in pocket.* German: Grimm No. 90.

F535.1.1.14. *Thumbling carried on hat brim.* (See F531.5.1.3 for a similar motif.) German: Grimm No. 37.

F535.2. *Pygmies of various sizes.*

F535.2.1. *Pygmies nine inches tall.* Chinese: Werner 386.

F535.2.2. *Man so small he can go through eye of needle.* BP I 397.

F535.2.3. *Man so small he dances in spider web.* BP I 397.

F535.2.4. *Man so small he can put his head through a mote in a sunbeam.* BP I 397.

F535.2.5. *Man so small that he rides on an ant.* Ant treads him underfoot. BP I 397.

F535.2.6. *Pygmy stands on man's hand.* Irish myth: *Cross.

F535.2.7. *Person (poet, child) only "fist high."* Irish myth: *Cross.

F535.2.8. *Little soldiers with officer on rabbit (long needles and knives for weapons).* Chinese: Graham.

F535.3. *Dress of pygmies.*

F535.3.1. *Pygmies dressed in copper.* Finnish: Kalevala rune 2.

F535.3.2. *Pygmies dressed in red.* Chinese: Werner 386.

F535.4. *Characteristics of pygmies.*

F535.4.1. *Sexes of pygmies distinguished.* A slight beard on men; long tresses on women. Chinese: Werner 386.

F535.4.2. *Pygmies with upturned feet.* S. A. Indian: Métraux BBAE CXLIII (3) 712.

F535.4.3. *Noseless pygmies.* (Cf. F514.1.) Jewish: Neuman.

F535.5. *Deeds of pygmies.*

F535.5.1. *War of pygmies and cranes.* Greek: *Frazer Pausanias II 107; *Fb "trane" III 835b.
B260. Animal warfare.

F535.5.1.1. *Battle between giants and dwarfs; dwarfs win.* (Cf. F531.) Africa (Fang): Einstein 71.

F535.6. *Kingdom of pygmies.*

F535.6.1. *Underground pygmy kingdom.* Tupper and Ogle Walter Map 17.

F540. *Remarkable physical organs.*

D990. Magic bodily members — human. G11.11. Cannibal with monstrous features. H71.5 Cross between shoulders as sign of royalty (nobility).

F541. *Remarkable eyes.* (Cf. F512.) Irish myth: *Cross; India: Thompson-Balys.

A128.2. One-eyed god. B154. Animals with unusual eyes.

F541.1. *Flashing eyes.* Irish myth: Cross.

A124. Luminous god. A124.1. God with blazing eye. B721. Cat's luminous eyes. D1646. Self-luminous objects. F531.1.1. Eyes of giant. G213. Witch with extraordinary eyes. H71.6. Bright eyes as sign of royalty (nobility).

F541.1.1. *Eyes flash fire.* Greek: Fox 9 (Typhon).

F574. Luminous person.

F541.1.2. *Eyes flash lightning.* N. A. Indian (Navaho): Matthews MAFLS V 123.

F541.1.3. *Eyes of live coals.* Köhler-Bolte I 403.

F541.1.4. *Serpent-eye.* Eyes so keen that man is supposed to have serpents in them. DeVries Zs. f. deutsche Philologie XIII (1928) 289; Icelandic: Sörlabáttar (FAS I) 406, Völundarkvida, stanza 16, Ragnars saga Löbbrokar 136, *Boberg.

F541.2. *Eye with picture in the pupil.* Witch with picture of cat (dog) in pupil. *Fb "øje" III 1166a. — kattekilling" II 111.

G213. Witch with extraordinary eyes.

F541.3. *Eye with several pupils.*

F541.3.1. *Eye with two pupils.* Fb "øje" III 1166a. — Chinese: Ferguson

F541.3.2. *Eye with three pupils.* Irish myth: *Cross.

F541.3.3. *Eye with four pupils.* Irish myth: *Cross.

F541.3.4. *Eye with seven pupils.* (Cf. A526.5.) Irish myth: *Cross.

F541.4. *Eye must be rubbed before it can see.* Breton: Sébillot Incidents s.v. "ceil".

F541.5. *One of man's (giant's) eyes protrudes, other recedes.* (Cf. F1041.16.2.) Irish myth: *Cross.

F541.5.1. *Single eye protrudes from forehead.* Irish myth: *Cross.

F541.6. *Eyes remarkable as to color.*

F541.6.1. *One eye brown, other blue.* Irish myth: Cross.

F541.6.2. *Person has red eye.* Irish myth: Cross.

F541.7. *Eye with remarkably heavy lid.* Requires four men to lift it, or the like. (Cf. F511.1, G631.) Irish myth: Cross.

F541.8. *Eye recedes into head.* Irish myth: *Cross.

F541.9. *Eyes shed tears of blood.* (Cf. H71.8.) Jewish: Neuman.

F541.10. *Eyes impervious to iron lances.* Jewish: Neuman.

F541.11. *Removable eyes.* Jewish: Neuman; Africa: Weeks Jungle 126ff. J3423. The Eye Juggler.

F542. *Remarkable ears.* (Cf. F511.2.) India: Thompson-Balys..

F542.1. *Long ears.* People must hold them up so as not to impede walking. Liebrecht 90f.; Cosquin Contes indiens 179; Chinese: Werner 389; Indonesian: Kruyt Het Animisme 350; Malay: Gerth van Wijk

Tijdschrift voor Indische Taal-, Land- en Volkenkunde XXXV 272; Papua: Landtman Nos. 135, 145, 163.

F542.2. *Big ears.* One used as mattress and one as a covering, and the like. India: Thompson-Balys; New Guinea: Rutland Journal of the Polynesian Society VI (1897) 213—215.

F543. *Remarkable nose.* (Cf. F514.) India: Thompson-Balys.
B15.5. Animal unusual as to its nose (snout).

F543.1. *Remarkably long nose.* *Fb "næse" II 716b, "kjælling" II 146b.

F543.1.1. *Long nose used as poker.* Fb. "næse" II 716b.

F543.1.2. *Long nose used as hen roost.* Fb "næse" III 716b.

F543.1.3. *Remarkably long, hooked nose.* Irish myth: Cross.

F543.2. *Remarkably large nose.* Tobler 63.

F543.3. *Nose turned upside down.* India: Thompson-Balys.

F543.4. *Remarkable nostrils.* Jewish: Neuman.

F544. *Remarkable mouth.* (Cf. F513, F531.1.4, F531.1.6.2.)

F544.0.1. *Remarkably large mouth.* Irish myth: *Cross.

F544.0.1.1. *Mouth opens so wide that lungs (gullet) may be seen.* Irish myth: *Cross.

F544.0.2. *Man's mouth, from fear of sea-monster under lake, "distended to both his ears."* Irish myth: *Cross.

F544.0.3. *Mouth of man emits flames when open for speech.* Jewish: *Neuman.

F544.0.4. *Mouth open to drink for forty days.* Jewish: Neuman.

F544.1. *Remarkable lips.*

F544.1.1. *Upper lip curls over nostril; lower hangs down to neck.* Malone PMLA XLIII 401.

F531.1.4.1. Demon whose upper lip reaches to heaven and lower to hell.

F544.1.2. *When sad, man lets one lip fall to stomach; other makes hood over his head.* Welsh: MacCulloch Celtic 190.

F544.1.3. *Lips on side of face.* Irish myth: *Cross.

F544.1.4. *Lips used as a spear.* Oceanic: Beckwith Myth 200.

F544.2. *Remarkable tongue.* Irish myth: Cross.
V254.3. "Ave" on the tongue.

F544.2.1. *Golden tongue.* Jamaica: *Beckwith MAFLS XVII 278 No. 90.

F544.2.2. *Long tongue.* India: Thompson-Balys.

F544.2.2.1. *Long tongue cut out and used to bridge a stream.* *Penzer VI 10 n. 4.

F544.2.3. *Tongue with hair growing from it.* India: Thompson-Balys.

F544.2.4. *Tongue with thorns.* India: Thompson-Balys.

F544.3. Remarkable teeth. Irish myth: Cross; Jewish: Neuman; India: Thompson-Balys.

G68. Cannibal has long tooth and long nail. G363.3. Diamond-toothed ogre. H71.9. Red teeth as sign of royalty.

F544.3.1. Golden teeth. Icelandic: Boberg; Jamaica: *Beckwith MAFLS XVII 278 No. 90.

A125.3. God with gold teeth.

F544.3.2. Teeth of angered saint give off sparks. (Cf. F552.1.2.) Irish myth: Cross.

F1041.16. Extraordinary physical reaction to anger.

F544.3.2.1. Luminous tooth of saint. Irish myth: *Cross.

F544.3.3. Blue teeth. Jewish: Neuman; Icelandic: Boberg.

H79.8. Identity established because one of man's teeth is blue.

F544.3.3.1. Blue, protruding teeth of one and a half elbow-length. Icelandic: Boberg.

F544.3.4. Saints' teeth last for 300 years. Irish myth: Cross.

F544.3.5. Remarkably long teeth. Jewish: Neuman.

F544.3.6. Tooth travels automatically. Africa (Dzalamo): Meinhof ZsES XI 283.

F545. Other facial features. Irish myth: Cross.

F545.1. Remarkable beard. Jewish: *Neuman.

C565. Tabus of bearded men.

F545.1.0.1. Beardless man. Irish myth: Cross.

A1597.1. First men without beards: Cain, Abel.

F545.1.1. Blue beard. *Type 312.

F545.1.1.1. Green beard. Moe Samlede Skrifter III 289f.; English: Gawayne and the Green Knight.

F545.1.1.2. Golden mustache. India: Thompson-Balys.

F545.1.2. Beard projected over beams of great hall. Welsh: MacCulloch Celtic 190.

F545.1.3. Beard grows through table. (Usually told of king asleep in mountain.) Hartland Science 217; *BP III 460; Fb "sten" III 554a. D1960.2. King asleep in mountain.

F545.1.4. Beard shelters fifty men from rain. Irish myth: Cross.

F545.1.5. Bearded woman (Cf. T321.1.) Irish myth: Cross.

F545.1.5.1. Enormously fat woman with beard. India: Thompson-Balys.

F545.1.6. Beard travels detached from owners. Africa (Dzalamo): Meinhof ZsES XI 284.

F545.2. Remarkable forehead. Jewish: Neuman.

F347.5.6. Vagina in forehead.

F545.2.1. Gold star on forehead. *Type 400, 533; *Roberts 188; BP I 102, II 275; Köhler-Bolte I 420; Breton: Sébillot Incidents s.v. "étoiles"; Italian: Basile Pentamerone III No. 2.

F545.2.2. *Horns on forehead.* Jewish: Neuman; India: *Thompson-Balys; Tuamotu: Stimson MS (T-G 2/27).

A18.2. Creator with two horns on head. D982.1. Magic horns (grow on person's forehead). D1375.1. Magic object causes horns to grow on a person. G365.4.1.6. Devil has horns.

F545.2.3. *Man with inscription on forehead.* Jewish: Neuman.

F545.2.4. *Man with forehead of iron.* S. A. Indian (Toba): Métraux MAFLS XL 75f.

F545.3. *Remarkable cheek.*

F545.3.1. *One cheek white, other red.* Irish myth: *Cross.

F545.3.2. *Yellow, green, blue, purple spot on cheek.* Irish myth: *Cross.

F545.4. *Face covered with long moss.* French Canadian: Sister Marie Ursule.

F546. *Remarkable breast.* (Cf. F232.2, F441.2.1.2, F460.1.2, F531.1.5.1.) India: Thompson-Balys.

F546.1. *Breast broad and made of glittering metal.* Africa (Kaffir): Theal 150.

F546.2. *Woman with three breasts.* Irish myth: Cross; India: Thompson-Balys.

F546.3. *Star (cross) on breast.* Panzer Hilde-Gudrun 207; Dixon 48; Icelandic: Lagerholm Drei Lygisögr 87, Boberg.

F546.4. *Thorns around nipples.* India: Thompson-Balys.

F546.5. *Woman with breasts hot enough to cook food.* (Cf. F593.) India: Thompson-Balys.

F546.6. *Milk in man's breast.* Jewish: Neuman.

F547. *Remarkable sexual organs.* Irish myth: *Cross.

F547.1. *Toothed private parts.* (Cf. F547.3.3.) N. A. Indian: Thompson Tales 309 n. 115.

F547.1.1. *Vagina dentata.* Woman kills her husbands with her toothed vagina. India: *Thompson-Balys; Marquesas: Handy 100; Tuamotu: Beckwith Myth 289; Eskimo (Greenland): Rasmussen I 305, Holm 87; N. A. Indian: *Thompson Tales 309 n. 115, Hatt Asiatic Influences 85ff., (California): Gayton and Newman 72.

F582. Poison damsel. F562.1. Serpent damsel. T172.0.1. A husbands have perished on bridal night.

F547.2. *Hermafrodite.* Person with both male and female sexual organs. Greek: *Pauly-Wissowa s.v. "Hermaphroditos"; N. A. Indian (Navaho): Matthews MAFLS V 70; Icelandic: Boberg.

F547.2.1. *Hermaphrodite pygmies.* N. A. Indian (Tsimshian): Alexander N. Am. 257.

A12. Hermaphroditic creator. F535. Pygmies.

F547.3. *Extraordinary penis.* India: Thompson-Balys.

A977.5.3. Stone column is membrum virile of ancient hero.

F547.3.1. *Long penis.* India: *Thompson-Balys.

F547.3.2. *Penis that eats and drinks.* India: Thompson-Balys.

F547.3.3. *Toothed penis.* India: Thompson-Balys.

F547.3.4. *Penis tattooed with name of God.* Jewish: Neuman.

F547.3.5. *Man's genitals hidden in his body.* Buddhist myth: Malalasekera II 31.

F547.3.6. *Penis cuts down trees.* N. A. Indian (Klikitat): Jacobs U Wash II 29.

F547.4. *Extraordinary clitoris.* India: Thompson-Balys.

F547.5. *Extraordinary vagina.* (Cf. F547.1.1.)

F547.5.1. *Removable vagina.* Hawaii: Beckwith Myth 113, 186. K1391. Long distance sexual intercourse.

F547.5.2. *Enormous vagina.* India: Thompson-Balys.

F547.5.3. *Eye in vagina.* India: Thompson-Balys.

F547.5.4. *Double vagina.* India: Thompson-Balys.

F547.5.5. *Vagina as bag.* India: Thompson-Balys.

F547.5.6. *Vagina in forehead.* India: Thompson-Balys.

F547.5.7. *Vagina in armpit.* India: Thompson-Balys.

F547.5.8. *Saw in vagina.* (Cf. F547.1.1.) India: Thompson-Balys.

F547.5.9. *Hair in vagina which becomes a mantis.* India: Thompson-Balys.

F547.5.10. *Woman with privates like dog's.* Eskimo (Greenland): Rasmussen III 111.

F547.6. *Remarkable pubic hairs.* India: Thompson-Balys.

F547.6.1. *Remarkably long pubic hair.* Irish myth: *Cross.

F547.7. *Enormous testicles.* Eskimo (Greenland): Rasmussen III 75.

F548. *Remarkable legs.* Irish myth: Cross.
FS17. Person unusual as to his legs.

F548.0.1. *Pointed leg.* S. A. Indian (Toba): Métraux MAFLS XL 75f. J2424. Sharpening leg.

F548.1. *Person with black knee.* (Cf. F527.5.) Irish myth: *Cross.

F548.1.1. *Person with white knee.* Irish myth: Cross.

F551. *Remarkable feet.* (Cf. F517.1.) Irish myth: Cross.
B11.2.4. Foot of dragon. B15.6. Animal with unusual legs or feet. F531.1.3. Feet of giant. F531.1.2. Giant with heels in front. G216. Witch with extraordinary feet. G303.4.5. The devil's feet and legs. Z311. Achilles heel. Invulnerability except in one spot.

F551.1. *Animal foot on human being.*

F551.1.1. *Man with snake-like feet.* Greek: Fox 68 (Erichtheus).

F551.1.2. *Person with horse's foot.* Tobler Epiphanie der Seele 62; Icelandic: Boberg.
G303.4.5.4. Devil with goat feet. G303.4.5.3. Devil has horse's foot.

F551.1.2.1. *Woman with horseshoe on one foot.* *Fb "hestesko" I 604a.
 G211.1.1.2. Witch as horse shod with horseshoes.

F551.1.3. *Man with dog's feet.* Icelandic: Hrólfs saga Kr. 54ff., Boberg.

F551.2. *Feet with unusual number of toes.* Irish: MacCulloch Celtic 143
 (seven), *Cross; Icelandic: Boberg.
 A528.5. Culture hero has seven pupils in each eye, seven toes on each
 foot, seven fingers on each hand.

F551.3. *Remarkably pretty white feet.* Icelandic: MacCulloch Eddic 103,
 *Boberg.

F551.4. *Remarkably ugly feet (and hands).* Icelandic: Boberg.

F551.5. *Single-footed people lie on their backs and shade themselves
 from sun with their soles.* India: Thompson-Balys.

F552. *Remarkable hands.* (Cf. F515, F531.1.6.7, F551.4.) Japanese: Ikeda.
 A128.4. God with one hand. Hand cut or bitten off. D1182.2.1. Hand of
 glory.

F552.1. *Hands with unusual fingers.*

F552.1.1. *Hands with unusual number of fingers.* Irish myth: *Cross.

F552.1.2. *Fingers of saint (angel) give light or fire.* (Cf. F544.3.2.) *Loomis
 White Magic 34; Irish myth: *Cross; Jewish: Neuman.
 D1478.1. Saint's hand illuminates darkness. V220. Saints. V222.1.2. Hand of
 saint made bright by Lord's touch.

F552.1.3. *Extraordinary fingernails.* (Cf. G11.11.1.) Eskimo (Greenland):
 Holm 87, Rasmussen III 78; Oceania: *Lessa MS.

F552.1.4. *Human fingers not separated.* Jewish: Neuman.

F552.1.5. *Milk from finger.* Jewish: Neuman.
 T611.1. Child nourished by sucking its own fingers.

F552.2. *Remarkably strong hands.* (Cf. F610.) Tonga: Beckwith Myth
 486.

F552.3. *Remarkably pretty white hands.* Icelandic: *Boberg.
 H312.4. Successful suitor must have whitest hands.

F552.4. *Marvelous hand without wrist.* Irish myth: *Cross.

F554. *Person remarkable as to his blood.*
 D1003. Magic blood — human.

F554.1. *Person with pink fluid in place of blood.* Irish myth: Cross.

F554.2. *Person with extraordinary amount of blood.* Irish myth: Cross.

F555. *Remarkable hair.* (Cf. F521, F531.1.6.3.) Irish myth: *Cross.
 F843.1. Rope made of person's hair. F948.1. Girl's long hair as ladder
 into tower (Rapunzel). H71.2. Gold (silver) hairs as sign of royalty.

F555.1. *Gold hair.* *Types 314, 504, 533; BP II 275, III 97, IV 271, 351,
 409; *Fb "guldhår" I 513, IV 191b, "hår" I 771b; *Aarne FFC XCII
 94ff. — Icelandic: Hdwb. d. Märch. I 431a n. 27, MacCulloch Eddic
 266, Boberg; Breton: Sebillot Incidents s.v. "cheveux", "belle", "or";
 India: "Thompson-Balys."

F555.1.1. *Person with hair partially golden.* Irish myth: *Cross.

F555.2. *Silver hair.* *Type 533; BP II 275.

F555.3. *Very long hair.* Child V 482 s.v. "hair"; Icelandic: Boberg; India: *Thompson-Balys.

F531.1.6.3.1. Giant (giantess) with particularly long hair.

F555.3.0.1. *Hair recedes into head.* Irish myth: Cross.

F555.3.1. *Nude woman clothed in own hair (Godiva).* *Fb "hår" I 771b; Type 710; *BP I 21; England: Baughman.

C312. Tabu: man looking at nude woman. F820. Extraordinary clothing. H1054.2. Task: coming neither naked nor clad. (Comes clothed in own hair.)

F555.3.1.1. *Girl's hair spreads on ground so that it hides her.* India: Thompson-Balys.

F555.3.2. *Holy man's hair of enormous length, so long has he remained praying at one spot.* India: *Thompson-Balys.

F555.3.3. *Hair so long that girl can cover herself with it.* Icelandic: Gunnlaugs saga Ormstunga ch. V 13, ed. Altnord, Text bibl. 1908, Boberg.

F555.3.4. *Rapid growth of hair as protection against being seen nude.* *Loomis White Magic 95f.

D1608. Object automatically cloths nude person.

F555.4. *Very thick hair.* Irish myth: Cross.

F555.5. *Multi-colored hair.* Irish myth: *Cross.

F555.5.1. *Person with three heads of hair.* (Cf. A526.4.) Irish myth: *Cross.

F555.6. *Man has drop of blood on end of each hair.* Irish myth: *Cross.

F555.7. *Poisonous white hair in eyebrow that causes death to the first person who sees it each day.* Irish myth: *Cross.

F555.8. *Hair so stiff that apples falling on it would be impaled.* Irish myth: *Cross.

F555.8.1. *Hair above heart so stiff it rends five garments.* Jewish: Neuman.

F555.9. *Hair so curly that nuts falling on it would be held.* Irish myth: *Cross.

F555.10. *Hair emits sound.* Jewish: Neuman; Eskimo (Greenland): Holm 75.

F556. *Remarkable voice (Cf. X937.)*

D1921. Magic carrying power of voice. F531.3.6. Giants' shouts are storms or great noise. F828. Man with marvelous voice.

F556.1. *Voice made rough by swallowing hot iron.* Africa (Kaffir): Theal 119, (Basuto): Jacottet 64 No. 10.

F556.1.1. *Voice made smooth by swallowing hot iron.* Africa (Bechuana): Arbusset et Daumas Voyage d'exploration au Nord-Est de la Colonie du Cap de Bonne-Espérance (Paris, 1842) 119f., Fraser FLJ VII 167f., (Basuto): Jacottet I 62f. No. 10.

F556.1.2. *Voice made smooth by having ant bite tongue.* Africa (Mwimbe): Browne The Vanishing Tribes of Kenya (London, 1925) 211ff.

F556.2. *Voice changed by work of silversmith (goldsmith).* Jamaica: Beckwith MAFLS XVII 242 No. 17; N. Am. Negro (Georgia): Harris 236 No. 40.

F556.3. *Voice changed by medicine.* Africa (Hausa): Rattray II 14ff. No. 23, (Madagascar): Renel I 247ff. No. 46.

F556.4. *Saint's voice heard from considerable distance.* *Loomis White Magic 53; Irish myth: Cross.

F557. *Removable organs.* India: Thompson-Balys; Ibo (Nigeria): Basden 140 (nose, feet, hands, face).
E710. External soul. E780. *Vital bodily members.* F344.1. Fairies remove hunchback's hump. F547.5.1. *Removable vagina.*

F557.1. *Removable brain.* Saint's brain kept in a missile ball. Irish: Plummer xxxiv.

F558. *Man covered with horn.* Irish myth: *Cross; Norse: Panzer Sigfrid 66.
A1281.1. First man covered with horny substance. B15.1.3. *Animal with head of bone.* B15.7.10.1. *Animal with horny skin.*

F558.1. *Double-skinned tribe.* India: Thompson-Balys.

F559. *Remarkable physical organs—miscellaneous.*

F559.1. *Person with jointless bodies of bone.* Irish myth: Cross.

F559.2. *Long navel.* India: *Thompson-Balys.

F559.3. *Extraordinary excrement.* India: Thompson-Balys.

F559.3.1. *Excreta is so fiery it starts great fires.* India: Thompson-Balys.

F559.4. *Remarkable skull.*

F559.4.1. *Skull has words miraculously written on it.* Jewish: Neuman.

F559.5. *Remarkable neck.*

F559.5.1. *Neck as hard as ivory.* Jewish: Neuman.

F559.6. *Extraordinary stomach.*

F559.6.1. *Stomach attains immense proportions by overeating.* Eskimo (Greenland): Rasmussen III 155.

F559.7. *Remarkable heart.* Irish myth: Cross.

F559.7.1. *Person with three hearts.* Irish myth: *Cross.

F559.7.2. *Adder grows in heart of man.* Irish myth: *Cross.

F559.8. *Extraordinary urine.*

F559.8.1. *Person's urine melts rocks.* Irish myth: Cross.

F560. *Unusual manner of life.* Irish myth: Cross.

F561. *People of unusual diet.* Icelandic: Boberg.

F561.1. *People who prefer raw flesh.* Maori: Dixon 78 n. 77.

F561.2. *Ichthyophages. People who live on fish.* *Chauvin VII 86 No. 373bis n. 4; Irish myth: Cross; India: Thompson-Balys; Icelandic: Boberg.

F561.3. People who live on coconuts. Chauvin VII 22 No. 373 E n. 2.

F561.4. Person lives by smoking tobacco. Never eats. N. A. Indian: Kroeber JAFL XXI 223.

F561.5. Girl eats only kola nuts and tobacco. Africa (Angola): Chatelain 33 No. 1.

F561.6. Woman fed by bees' dropping honey into her mouth (*lie*). India: Thompson-Balys.
X901. Humor of lies and exaggeration.

F561.7. Boy drinks perspiration. Irish myth: Cross.

F561.8. Iron-eating tribe. India: Thompson-Balys.
J1531.2. The iron-eating mice.

F562. People of unusual residence. India: *Thompson-Balys.
F1045. Night spent in trees. Hero goes into tree to spend night.

F562.1. Boy lives on ox. Never walks on ground. Missouri French: Carrière; Africa (Zulu): Callaway 221.

F562.2. Residence in a tree. Type 710, Grimm No. 3; Missouri French: Carrière; Hindu: Tawney I 121, 381, 531, 552, II 79, 162.
F811.10.1. Hollow tree as residence for hero. N711.1. King (prince) finds maiden in woods (tree) and marries her. R311. Tree refuge.

F562.3. Residence in (*under*) water. Irish myth: *Cross.
D921.3. Lake under which smith (giant) lives. F133. Submarine other-world. F212. Fairyland under water. F225.5. People live under sea.

F562.4. Girl lives in fruit and comes out only to be bathed by her twenty sisters. India: Thompson-Balys.
D431.4. Transformation: fruit to person. D721.5. Disenchantment from fruit (flower) by opening it.

F562.5. Boy lives in ant-hill. India: Thompson-Balys.

F564. Person never sleeps.

F564.1. Person of diabolical origin never sleeps. *Krappe Mod. Lang. Review XXIV (1929) 200ff.; Irish myth: *Cross.

F564.2. Semi-supernatural person sleeps little. Irish myth: *Cross; India: Thompson-Balys.

F564.3. Person does not sleep for many months (years). Jewish: Neuman; India: Thompson-Balys.
D1960.1. Seven sleepers. Magic sleep extending over many years.

F564.3.1. Long sleep, long waking. (Six months sleep followed by six months waking, or the like.) India: *Thompson-Balys.

F564.3.2. Person sleeps for three days and nights. Irish myth: Cross.

F564.3.3. King sleeps for six days and acquires after that magic wisdom. Icelandic: Hjálmþers saga ok Ólvis 505, Boberg.
D1810. Magic knowledge. J157. Wisdom (knowledge) from dream.

F564.3.4. Person sleeps for nine months. Irish myth: Cross.

F564.3.5. Spirit woman sleeps through whole year; eats through the next. India: Thompson-Balys.

F564.3.6. *Twelve years' sleep customary to demons.* India: Thompson-Balys.

F564.4. *Man sleeps with one eye and one ear open.* India: Thompson-Balys.

G634. *Genie sleeps with eyes open.*

F565. *Women warriors or hunters.*

F565.1. *Amazons. Women warriors.* **Klein Die Antiken Amazonensagen in der deutschen Literatur (Leipzig, 1919); *Chauvin VIII 55 No. 22; *Gaster Exempla 186f. No. 5A. — Irish myth: *Cross; MacCulloch Celtic 144; English: Wells 105 (The Prose Alexander), Malory Morte Darthur X 39; Icelandic: Olrik Sakses Oldhistorie I (1892) 52ff., "Böberg"; Greek: Fox 85, "Frazer Apollodorus I 98 n. 1; India: *Thompson-Balys; Tawney II 589 n.; Chinese: Eberhard FFC CXX 411 s.v. "Amazonen"; Philippine (Tinguian): Cole 68; N. A. Indian: Hatt Asiatic Influences 70ff.; S. A. Indian: *Chamberlain JAFL XXIV 16, Alexander Lat. Am. 19 n. 5, 281f., (Tropical Forests): Lowie BBAE CXLIII (3) 55.

F112. *Journey to Land of Women. Island of women, land of maidens, country of the Amazons.* F1084. *Furious battle.* H1423. *Fear test; fighting with spirits.* P461.4. *Woman instructs in art of arms.* T310. *Celibacy and continence.*

F565.1.1. *Amazons cut off left breast of daughters so that they can handle bow.* Greek: Fox 85.

F565.1.2. *All male children killed by Amazons.* Greek: Fox 85; S. A. Indian (Aspinayé, Carajá, Taulipang, Tupinamba): Lowie BBAE CXLI (1) 516.

M375.1. *All male children killed for fear that they will overcome parent.*

F565.1.3. *Queen takes husband's place in battle.* India: Thompson-Balys.

F565.2. *Remarkably strong women.* Irish myth: *Cross; Icelandic: *Böberg.

A955.6. *Islands from rocks thrown by giantess.* F531.1.6.1.1. *Giant woman.* G221.3. *Witch has extraordinary bodily strength.* K778.1. *Woman (amazon) in disguise invites enemies singly into forest and overcomes them.* K778.2. *Amazonian woman disguised as leper seduces and binds enemies one by one.*

F565.3. *Parliament of women.* Irish myth: Cross.

F565.4. *Women hunters.* English: Malory Morte Darthur XVIII 21.

F566. *Celibate peoples.*

F566.1. *Village of men only.* N. A. Indian (Thompson River): Teit MAFLS XI 53 No. 34.

F566.1.1. *Country which no woman may enter.* Africa (Swahili): Stignand 97ff. No. 15.

F566.2. *Land where women live separate from men.* Cohabit with water monsters. Irish myth: Cross; S. A. Indian (Amazon): Alexander Lat. Am. 286.

F112. *Journey to land of women.* T75. *Man scorned by his beloved.* T311. *Woman averse to marriage.*

F567. *Wild man.* Man lives alone in wood like a beast. Type 502; *Dickson 113ff.; Irish myth: Cross; Italian Novella: Rotunda; Jewish: Neuman; India: Thompson-Balys; Africa (Fang): Trilles Proverbs 199.

D612.9. *Magic object received from wild man.* F441.3. *Wild man as wood spirit.* F531.1. *Man covered with hair like animal.* F610.1. *Wild man of*

superhuman strength. G671. Wild man released from captivity aids hero. N764. Unexpected meeting with wild man. P55. Wild man of noble birth. R1. Wild man captured and tamed. T931. Disappointed lover becomes a wild man in the woods. T471.2. Wild man as ravisher of women.

F567.1. *Wild woman.* (Similar to wild man.) Type 314; **Hdwb. d. Aberg. IX Nachträge 968ff.; U.S.: *Baughman.

F568. *Naked tribe.* Sun, cold, wind, rain do not harm them. Irish myth: Cross.

J815.2. Brother who conforms to naked people's customs honored.

F568.1. *Naked men (boy).* Irish myth: *Cross.

F569. *Unusual manner of life—miscellaneous.*

F569.1. *Woman lays eggs and hatches them.* India: Thompson-Balys.

F569.2. *Men menstruate.* India: Thompson-Balys.

A1355.3. Previously men menstruated.

F569.3. *Silent person*

F569.3.1. *Silent princess.* India: Thompson-Balys.

H343. Suitor test: bringing dumb princess to speak.

F570. *Other extraordinary human beings.*

N810.2. Helper's beard and eyebrows cut. Only after hero has performed this service is help forthcoming.

F571. *Extremely old person.* Irish myth: *Cross, O'Suilleabhairn 28, Beal XXI 309; Icelandic: *Boberg; Jewish: *Neuman; Chinese: Eberhard FFC CXX 206f.

A191.1. Great age of the gods. A564. Remarkable longevity of culture heroes. B841. Long-lived animals. F531.6.1. Giants have great age. Q502.1. The Wandering Jew. V229.2.12. Extraordinary longevity of saints.

F571.1. *Old man with hanging eyelids.* So old that the eyelids hang down to his chin and must be lifted up. *Fb "Öje" III 1167a; *BP II 398 n. 2, IV 148; Welsh, Irish: MacCulloch Celtic 187; N. A. Indian (Seneca): Curtin-Hewitt RBAE XXXII 213 No. 41.

F441.4.5. Wood-spirits with such heavy eyebrows they must lie on back to see upwards. F541.7. Eye with remarkable lid. G631. Ogre so old that his eyelids must be propped up.

F571.2. *Sending to the older.* Old person refers inquirer to his father, who refers to his father, and so on for several generations. *Type 726; *Baum JAFL XXX 379 n. 2; *Wesselski Archiv Orientální IV 1ff.; Irish myth: *Cross, O'Suilleabhairn 74, Beal XXI 326.

B841. Long-lived animals. B841.1. Animals debate as to which is the elder. H1235. Succession of helpers on quest. One helper sends to another, who sends to another, etc. N825. Old person as helper.

F571.2.1. *Sending to the older uncle.* French Canadian: Sister Marie Ursule.

F571.3. *Very old woman.* Irish myth: *Cross.

F571.3.1. *Woman so old her chin reaches her knee.* Italian: Basile Pentamerone IV No. 8.

F571.4. *Man so old he sleeps in cradle.* Scotch: Campbell-McKay Nos. 1,2.

F571.5. *King so old that he only can take food from a horn.* Icelandic: Flateyjarbók I 26, Boberg.

F571.6. *King so old that he cannot get on horseback without help.* Icelandic: Boberg.

F571.7. *Person hundreds of years old.* Icelandic: Herrmann Saxo II 587, *Boberg.
V18.6. Sacrifice in order that king may live 300 years.

F571.8. *Man lives for nine generations.* Irish myth: Cross.

F572. *Dancers upon whom icicles hang.* Swiss: Jegerlehner Oberwallis 323 No. 97.

F573. *Negro so black that he makes whole garden somber.* Malone PMLA XLIII 401.

F574. *Luminous person.* Jewish: *Neuman; India: *Thompson-Balys, Penzer II 43 n. 2, VI 1 n. 1.
A124. Luminous god. B11.12.3. Fiery dragon. D1009.2.2. Luminous tooth of saint. E421.3. Luminous ghosts. F541.1.1. Eyes flash fire. F967. Hero's light; appears around head of hero aroused to extraordinary. F1041.16.6.4. Face of angry warrior lights up with flame. H71.6.1. Luminous face as sign of royalty. V222.1.3. Hand of saint made bright by Lord's touch. Too splendid for man's sight thereafter.

F574.1. *Resplendent beauty.* Woman's face lights up the dark. *Fb "prins og prinsesse"; Irish myth: *Cross; Jewish: *Neuman; India: *Thompson-Balys, *Penzer VI 1 n. 1, II 43 n. 2, VII 189 n. 2; Buddhist myth: Malalasēkera II 1339; Koryak: *Jochelson JE VI 363; Philippine (Tinguian): Cole 35 n. 1, 62, 68, 106, 154.

F574.1.1. *Woman's beauty burns onlooker.* N. A. Indian (Chuckchee): Bogoras AA n.s. IV 666.
B771. Animal tamed by maiden's beauty. F1041.8.1. Madness from seeing beautiful woman.

F574.1.2. *Woman's beauty shows through seven veils.* Köhler to Gonzenbach No. 13; *Köhler-Bolte Zs. f. Vksk. VI 63.

F574.1.3. *Men killed by look of beautiful princess.* India: Thompson-Balys.

F574.1.4. *Man's beauty eclipses splendor of sun.* Jewish: Neuman; India: Thompson-Balys.

F574.2. *Man with luminous arms.* Jewish: Gaster Exempla 227 No. 223, Neuman.

F574.3. *Holy man (hero) emits light.*

F574.3.1. *Face of saint radiant.* Irish myth: *Cross.

F574.3.2. *Holy man radiant.* Jewish: *Neuman; Buddhist myth: Malalasēkera I 802, 1015 (Buddha), I 427, 852, II 695 (ascetic).

F574.3.3. *Hero luminous.* Cook Islands: Beckwith Myth 247.

F575. *Remarkable beauty.* (Cf. F574.1.) Jewish: *Neuman.

F575.1. *Remarkably beautiful woman.* Greek: Grote I 279 f.; India: *Thompson-Balys; Buddhist myth: Malalasēkera II 349, 762.

F575.1.1. *Birth of daughter so beautiful mother is frightened and abandons her.* India: Thompson-Balys.

F575.1.2. *Old woman beautiful as in youth.* Jewish: Neuman.

F575.1.3. *Woman so beautiful sea is calm for her.* Eskimo (Greenland): Rasmussen I 307.

F575.2. *Handsome man.* Jewish: Neuman.

T26.1. Finger cut because of absorption in the charms of the beloved.

F575.2.1. *Supernatural beauty of men in Messianic era.* (Cf. A1095.) Jewish: *Neuman.

F575.2.2. *Supernatural beauty of Jerusalem's inhabitants.* Jewish: *Neuman.

F575.3. *Remarkably beautiful child.* Jewish: Neuman.

F576. *Extraordinary ugliness.* (Cf. A2402.) Jewish: Neuman.

F577. *Persons identical in appearance.* (Cf. F1072.) Jewish: *Neuman. H161. Recognition of transformed person among identical companions. H1381.3.5. Quest for woman exactly like another.

F577.1. *Friends identical in appearance.* Irish myth: Cross; Cape Verde Islands. Parsons MAFLS XV (1) 212 No. 73.

F577.2. *Brothers identical in appearance.* *Type 303; BP I 528; *Ranke FFC CXIV. 286.

Z210.0.1. Warriors identically equipped (brothers).

F577.3. *King and fool identical in appearance.* Irish myth: Cross.

F577.4. *Lovers identical in appearance.* Irish myth: Cross.

F577.5. *All people in certain place identical in appearance.* India: Thompson-Balys.

F582. *Poison damsel.* Woman nourished on poison is fatal to her husbands. Sometimes the poisoning is from fatal look or breath, sometimes from intercourse. *Penzer X 265 s.v. "Poison Damsel"; **Penzer Poison Damsels 3ff.; Herbert III 211; *Oesterley No. 11; **Hertz Abhandlungen 156ff.; Krappe Mitt. d. schles. Gesell. f. Volkskunde XXVIII (1927) 131ff.; *bin Gorion Born Judas² I 360f.

F582.1.1. *Vagina dentata.* Woman kills her husbands with her toothed vagina. T172.0.1. All husbands have perished on bridal night.

F582.1. *Serpent damsel.* Woman has serpent inside which comes out and kills her bridegrooms. *Type 507C; BP III 490ff., 494; *Liljeblad To-biasgeschichte 259 s.v. "Schlangenmädchen"; India: *Thompson-Balys. B29.1. Lamia. B784.2.1. Snake (frog) in human body enticed out by milk (water). F950. Marvelous cures.

F582.2. *Man spews venom.* Icelandic: FSS 119, *Boberg.

B11.2.11.1. Dragon spews venom. B742. Animal breathes fire. G125. Fire-spewing giantess.

F582.3. *Venomous man.* Irish myth: Cross.

B776. Venomous animals.

F583. *Hero has lain motionless since birth.* Koryak, Mongol Turk, Russian: Jochelson JE VI 363.

L114.1. Lazy hero.

F584. *Person remarkably light in weight.*

F584.1. *Princess' weight that of five flowers.* India: Thompson-Balys.

F585. *Phantoms*. Irish myth: *Cross; Spanish: Boggs FFC XC 61 No. 445B.
 D1825.3. Magic power to see invisible creatures. E421.1. Invisible ghosts, E482. Land of shades. E723. Wraiths. F235.1. Fairies invisible.

F585.0.1. *Fairy (god) as phantom*. Irish myth: *Cross.

F585.1. *Fatal enticements of phantom women*. Chauvin V 34 No. 16.
 B81.10. Mermaid swallows man. G264. La Belle Dame Sans Merci.

F585.2. *Magic phantom army*. Created out of puffballs and withered leaves. Irish myth: *Cross.
 D432.2.1. Every piece of shattered cowrie-shell turns into an armed man. D2163.2. Magic reinforcements. E153.1. Slain warriors revive nightly. F252.3. Fairy army. K1883.1. Phantom army attacked.

F585.3. *Phantom women cause weakness*. Irish myth: Cross.
 D1837. Magic weakness.

F585.4. *Treasure struck from hand of phantom*. Irish myth: Cross.

F591. *Person who never laughs*. Jewish: Neuman; Buddhist myth: Ma-lalasekera II 347, 1288.

F591.1. *Prince who never laughs*. Breton: Sébillot Incidents s.v. "rire".

F591.2. *Sad-faced princess cannot laugh*. *BP IV 189 n. 2; Italian: Basile Pentamerone Introduction.
 H341. Suitor test: making princess laugh. Sad-faced princess has never laughed.

F592. *Man's ferocious glance kills (causes swooning)*. Irish myth: Cross.
 A128.2.1. God with evil eye. D2071. Evil eye. Bewitching by means of a glance.

F593. *Person's extraordinary body temperature*. (Cf. F546.5).

F593.1. *Extraordinary heat of body melts snow far around person*. Irish myth: Cross.

F594. *Man whose entrails are visible when he laughs*. Irish myth: *Cross.

F595. *Man's body exudes sweet scent*. Jewish: Neuman.

F596. *Extraordinarily slow person*. Icelandic: Boberg.

F597. *Woman without womb*. Jewish: Neuman.

F598. *Old woman gives miraculous amount of milk*. Jewish: Neuman.

F600—F699. Persons with extraordinary powers.

F600. *Persons with extraordinary powers*.
 B100. Treasure animal. B700. Fanciful traits of animal. D1700. Magic powers. H1566. Test for admission to warrior band. V222.1. Marvelous light accompanying saint.

F601. *Extraordinary companions*. A group of men with extraordinary powers travel together. *Types 301B, 513, 514, 571; *BP II 79, 95; *Benfey; *Kleinere Schriften III 94; *Köhler-Bolte I 601 s.v. "Gefährten"; *Cosquin Contes indiens 431ff.; Kittredge Arthur and Garlagon 226 n. 3; Jacobs's list s.v. "Extraordinary Companions"; Alphabet No. 693; *Chauvin VII 125 No. 392. — Irish myth: *Cross; Icelandic: Boberg; Missouri French: Carrière; Italian: Basile Penta-

merone I No. 5; Rotunda; Buriat: Holmberg Siberian 428; Koryak, Mongol-Turk: Jochelson JE VI 363; India: *Thompson-Balys; Indonesian: DeVries Nederlandsche Tijdschrift voor Volkskunde (1924) 97ff.; Korean: Zong in-Sob 163f.; Chinese: Graham; Japanese: Ikeda; Philippine: Fansler MAFLS XII 27, 114, 128, 433; N. A. Indian: *Thompson CColl II 334ff., 345ff.

D1719.4. Magic wisdom possessed by extraordinary companion. D2144.1.2. Man with power to make everything freeze. F1025.2. Turtle's war-party. Turtle recruits war-party of strange objects (knife, brush, awl, etc.) and animals.

F601.0.1. Skillful companions. Irish myth: *Cross.

F601.1. Extraordinary companions perform hero's tasks. *Types 513, 514; Irish myth: *Cross; India: Thompson-Balys; Korean: Zong in-Sob 163ff.; N. A. Indian: Thompson CColl II 345ff. H970. Help in performing tasks.

F601.2. Extraordinary companions help hero in suitor tests. *Types 513, 514; Italian Novella: Rotunda; India: *Thompson-Balys; N. A. Indian: Thompson CColl II 345ff.; África (Fjort): Dennett 74ff. No. 16.

H335. Tasks assigned suitors, Bride as prize for accomplishment. K3. Substitute in contest.

F601.3. Extraordinary companions betray hero. *Type 301; N. A. Indian: Thompson CColl II 334ff.

F601.4. Extraordinary companions rescue hero. *Type 514.
R150. Rescuers.

F601.4.1. Extraordinary companion hides behind hero to trick enemy. S. A. Indian (Chiriguano): Métraux RMLP XXXIII 143.

F601.4.2. Extraordinary companion saves hero from death. Korean: Zong in-Sob 164.

F601.5. Extraordinary companions are brothers (twins, triplets). *Cosquin Contes Indiens 447ff.; Irish myth: *Cross.
D1719.4. Magic wisdom possessed by extraordinary companion. Z210. Brothers as heroes.

F601.6. Extraordinary companions are transformed animals. India: Thompson-Balys.
D660. Reasons for voluntary transformation.

F601.7. Animals as extraordinary companions. Type 715; Africa (Fjort): Dennett 74ff. No. 16.
F1025.2. Turtle's war-party.

F610. Remarkably strong man. (Strong John). (Cf. X940, X959.1.) *Panzer Beowulf; *Types 301, 650*, 650**, 650, 1003—1013; *BP II 285ff., 300ff.; *Fb "styrke", "stark", "Svend Felding". — Irish myth: *Cross; Icelandic: MacCulloch Eddic 86, 153 (Heimdall), *Boberg; French: Cosquin Lorraine Nos. 14, 46, 52, 69 and notes; Italian: Basile Pentamerone III No. 8; Greek: Fox 75 (Herakles), Frazer Apollodorus I 259 n. 3; Jewish: Frazer Old Testament II 480ff. (Samson), *Neuman; Armenian: Ananikian 86; Hindu: Keith 172; India: Thompson-Balys; Indonesian: *DeVries Nederlandsche Tijdschrift v. Volkskunde XXX 97ff.; Chinese: Graham; Buriat: Holmberg Siberian 428; N. A. Indian: *Thompson CColl II 334ff. incident A 2; West Indies: Flowers 435.

A145. Champions of the gods. A526.7. Culture hero performs remarkable feats of strength and skill. D1335. Object gives magic strength. D1711.8. Strong man as magician. D1830. Magic strength. D1831. Magic strength

resides in hair. F253.1. Fairies possess extraordinary strength. F352.5. Remarkably strong hands. F1041.16.3. Man fells wood with sword when he hears of Crucifixion. F1041.18. Man sweats blood and absorbs hair into head on exertion of strength. G671. Wild man released from captivity aids hero. H31.2. Recognition by unique ability to bend bow. H1562. Test of strength. K185.6. Deceptive land purchase; bounds fixed by throwing object (axe, spear). Thrower has extraordinary strength. L112.1. Monster as hero. M416.1. Curse: appetite of twelve men. Given with the gift of twelve men's strength.

F610.0.1. *Remarkably strong woman.* Buddhist myth: Malalasekera II 551, 902; Africa (Upoto): Einstein 128.

F610.0.1.1. *Remarkably strong women defeats man in arrow and spear contest.* India: Thompson-Balys.

F610.1. *Wild man of superhuman strength.* *Dickson 114 n. 37; Missouri French: Carrière.
F567. Wild man. Man lives alone in wood like a beast.

F610.2. *Dwarf-hero of superhuman strength.* Philippine: Fansler MAFLS XII 24; Missouri-French: Carrière.
F535. Pygmies.

F610.3. *Warrior of special strength (Berserk).* (Cf. F1041.8.6.) Hdwb. d. Märch. I "Bärenhäuter"; Icelandic: *Boberg.
Q431.14. Berserks banished because of defeat.

F610.3.1. *Inulnerable berserk.* (Cf. D1840.) Icelandic: *Boberg.

F610.3.2. *Black berserk.* (Cf. F527.5.) Icelandic: *Boberg.
F527.5. Black man. K2260. Dark traitors.

F610.3.3. *Twelve berserks.* (Cf. F610.3.4.1.) Icelandic: *Boberg.

F610.3.3.1. *Two berserk-brothers.* Icelandic: *Boberg.
P251.5. Two brothers.

F610.3.4. *Fighting with berserks.* Icelandic: *Boberg.

F610.3.4.1. *Fighting with twelve berserks.* (Cf. F610.3.3.) Icelandic: *Boberg.

F610.3.4.2. *Single combat with berserk.* Icelandic: *Boberg.

F610.3.4.2.1. *Berserk killed in combat about maiden.* Icelandic: *Boberg.

F610.3.5. *Competition with berserks in their particular sports: walk through fire, etc.* Icelandic: *Boberg.

F610.4. *Man with strength of many men.* Jewish: Neuman.

F610.4.1. *Man with four men's strength.* Icelandic: Boberg.

F610.4.2. *Man with twelve men's strength.* Icelandic: *Boberg.

F610.4.3. *Man with seventy men's strength.* Jewish: Neuman.

F610.5. *Man with strength of animals.*

F610.5.1. *Man with strength of lion.* Jewish: Neuman.

F610.5.2. *Man with strength of ten elephants.* Buddhist myth: Malalasekera II 31, 580.

F610.6. *Man so strong that he breaks most of what he gets in touch with.* (Cf. F614.3—F614.6.) Icelandic: *Boberg.

F610.6.1. *Man so strong that he must be chained except when in battle.*
Icelandic: *Boberg.

F610.7. *Strong man is so heavy that no horse can carry him all day.*
(Cf. F681.8.) Icelandic: *Boberg.

D2635. Magic heaviness. E411.0.3. Horse unable to draw evil dead man.
F331.2.7. Giant so large that he cannot be carried by a horse. F833.1.2.
Sword so heavy that only its owner can lift it.

F610.8. *Strong man so heavy that only his own horse can carry him.*
Icelandic: þidriks saga II 380, Boberg.

F611.3.3. Strong hero tests weapons. F833.1.2. Sword so heavy that only
its owner can lift it.

F610.9. *Strong man accomplishes superhuman tasks when God's spirit
is over him.* Jewish: Neuman.

F611. *Strong man's birth and rearing.*

F611.1. *Strong man's birth.* Lithuanian: Balys Index No. 703*.

A506. Demigods. F460.4.1. Mountain-girl marries mortal man. Super-
naturally strong man as offspring.

F611.1.1. *Strong man son of bear who has stolen his mother.* *Types 301,
650; *Panzer Beowulf 16ff.; *Dickson 117 n. 48; *BP II 293, 300; Hdwb.
d. Märch. s.v. "Bärensohn"; N. A. Indian: Thompson CColl II 334ff.
B35.1. The Bear's Son. Human son of woman who marries a bear
acquires bear characteristics.

F611.1.2. *Strong man son of woman and dwarf.* Type 301; BP II 300;
Dickson 117 n. 48.
F451. Dwarf as underground spirit.

F611.1.2.1. *Strong man son of woman and forest spirit.* Africa (Fang):
Einstein 70ff., Trilles 190ff. No. 11.
F441. Wood-spirit.

F611.1.3. *Wild man son of woman and satyr who overpowers her.* Dick-
son 124 n. 76.
B24. Satyr. F567. Wild man.

F611.1.4. *Wild man son of woman and robber.* She is overpowered in
forest. Dickson 117 n. 48.

F611.1.5. *Strong man son of man and she-bear.* Type 301; BP II 300;
Dickson 117 n. 48.

F611.1.6. *Strong man son of man and mare.* Type 301; BP II 300; Dick-
son 117 n. 48.

F611.1.6.1. *Strong man accused of being son of man and mare.* Icelandic:
*Boberg.

F611.1.7. *Strong man son of person and giant.* Fb. "styrke".
F531. Giant.

F611.1.8. *Strong hero engendered by eating of fruit.* BP II 300.
T511.1. Conception from eating a fruit.

F611.1.9. *Strong hero engendered by the wind.* BP II 300.
T524. Conception from wind.

F611.1.10. *Strong hero engendered from burning brand.* BP II 301.
T535. Conception from fire.

F611.1.11. *Strong hero born from egg.* *Type 650; Christiansen 92.
T542. Birth of human being from egg.

F611.1.11.1. *Strong hero born from noodle.* Cheremis: Sebeok-Nyerges.

F611.1.12. *Strong hero struck by smith from iron.* Type 650; Christiansen 92.
T544.2. Boy forged from iron.

F611.1.13. *Strong hero son of man and troll-woman.* Relations take place in dream. Type 650; Christiansen 92.
F1068. Realistic dream.

F611.1.14. *Strong hero son of woman of sea.* Type 650.
F420.6.1. Marriage or liaison of mortals and water-spirits.

F611.1.15. *Strong hero son of wood-spirit.* Type 650.
F441. Wood-spirit.

F611.2. *Strong hero's suckling.*
T611. Suckling of children.

F611.2.0.1. *Hero's unusual strength from drinking his own mother's milk.* India: Thompson-Balys.

F611.2.1. *Strong hero suckled by animal.* Type 301; BP II 293, 300; Dickson 117 n. 48.
B535. Animal nurse.

F611.2.2. *Strong hero suckled by mermaid.* Gives him strength of twelve men. *Fb "havfrue" I 569.
B61. Mermaid. D1830. Magic strength.

F611.2.3. *Strong hero's long nursing.* *Type 650; *BP II 293; Panzer Beowulf 20f.

F611.2.4. *Strong hero suckled by seven women.* India: Thompson-Balys.

F611.2.5. *Strong hero suckled by giant.* German: Grimm No. 90.

F611.3. *Strong hero acquires his strength.* (Cf. F611.2.2.)
D1335. Object gives magic strength. D1830. Magic strength.

F611.3.0.1. *Extraordinary strength from fasting for 12 years and eating nothing except earth.* India: Thompson-Balys.
F561.0.1. Extraordinary long fast.

F611.3.1. *Strong hero practices uprooting trees.* (Cf. F621.) Type 650; BP II 287; Christiansen Norske Eventyr 92; N. A. Indian: Thompson CColl II 435.

F611.3.2. *Hero's precocious strength.* Has full strength when very young. Irish myth: *Cross; Icelandic: Herrmann Saxo II 69, Snorra Edda Prol. III, *Boberg; Norwegian: Christiansen 92, India: *Thompson-Balys; Lau Islands: Beckwith Myth 483; Marquesas: Handy 105.
F628.0.1. Precocious strong hero as mighty slayer. F628.1.3.1. Child tears to pieces a live snake with his own bare hands. T585. Precocious infant. T615. Supernatural growth.

F611.3.2.1. *Strong hero drives huge log into frozen ground.* Eskimo (Greenland): Rasmussen I 237.

F611.3.2.2. *Baby tied to a mill-stone by strap so he would not wander about; drags stone after him.* Buddhist myth: Malalasekera II 31.

F611.3.2.3. *Precocious hero crushes iron wall with fists.* India: Thompson-Balys.

F611.3.2.4. *Precocious hero jumps across river.* (Cf. F614.11.) India: Thompson-Balys.

F611.3.2.5. *Small child beats giant challenger.* India: Thompson-Balys.

F611.3.2.6. *Twelve year old hero captures town of father's enemy.* India: Thompson-Balys.

F611.3.3. *Strong hero tests weapons.* Breaks first swords. *Von Sydow Fåvne 22ff.; Irish myth: Cross; Icelandic: Herrmann Saxo III 305, *Boberg.

F610.8. Strong man so heavy that only his own horse can carry him. F833.1.2. Sword so heavy that only its owner can lift it. T615.5. Precocious young child demands weapons.

F611.3.3.0.1. *Precocious strong hero demands bows and arrows.* (Cf. F611.3.3.) Type 650.

F611.3.3.1. *Hero tests sword by cutting steer in two.* Chinese: Graham.

F611.3.3.2. *Strong hero tests scythes: they break all.* Icelandic: *Boberg.

F611.4. *Precocious son saves kingdom.* India: Thompson-Balys.

F612. *Strong hero sent from home.* Irish myth: *Cross.

F612.1. *Strong hero sent from home because of enormous appetite.* *Type 650; BP II 293; Christiansen Norske Eventyr 92; *Fb "spise" III 495b, "æde" III 1140a; Breton: Sébillot Incidents s.v. "appétit"; Indonesian: DeVries Nederlandsche Tijdschrift voor Volkskunde XXX (1926) 97ff.; Philippine: Fansler MAFLS XII 24.

F612.2. *Strong hero kills (overcomes) playmates: sent from home.* Irish myth: *Cross; Icelandic: *Boberg; French: Cosquin Lorraine No. 52; N. A. Indian: *Thompson CColl II 334ff.

L133. Unpromising son leaves his home and goes into the world. T614. Diabolical child kills his wet-nurses.

F612.3. *Hero leaves home with giant equipment.*

F612.3.1. *Giant cane for strong man.* Cane holds fifty cattle. *Type 650; *Cosquin Contes indiens 482ff.; *Fb "jærn" IV 249a; French: Cosquin Lorraine No. 52; Breton: Sébillot Incidents s.v. "bâton"; French Canadian: Barbeau JAFL XXX 86; N. A. Indian: Thompson CColl II 436.

F531.4. *Gigantic possessions of giant.*

F612.3.2. *Strong man with giant hammer and shield.* India: Thompson-Balys; Chinese: Graham.

F613. *Strong man makes labor contract.* *Type 650; Irish myth: *Cross.

F613.1. *Strong man's labor contract: blow at end of year.* Blow sends his master to sky. *Type 650; Lithuanian: Balys Index No. *762.

F613.2. *Strong man's labor contract: all grain he can carry.* *Type 650; Lithuanian: Balys Legends Nos. 505—511, 520f., 523f.

K173. Deceptive bargain: as much bread as he wants to eat. K256. Deceptive wages. K1732. Wages: as much as he can carry.

F613.2.1. *Labor contract: as much money as my companion (strong man) can carry.* Italian: Basile Pentamerone III No. 8.

F613.3. *Strong man's labor contract: anger bargain.* First to become angry shall receive blow. *Type 650; BP II 293.
 K172. Anger bargain. The trickster makes a bargain with his master that the first to become angry must submit to punishment. He thereupon heaps abuses on his master till the latter breaks out in anger and must take his punishment.

F613.4. *Strong man serves ogre as punishment for stealing food.* *Type 650.

F614. *Strong man's labors.* Irish myth: Cross.
 H831. Tasks assigned in order to get rid of hero. H1210. Quest assigned. K1421. Clearing land: axe broken.

F614.1. *Strong man drives anvil into ground.* *Type 650; BP II 293; Icelandic: *Boberg.

F614.2. *Strong man uproots tree and uses it as weapon.* *Type 650; Dickson 179 n. 47; Icelandic: *Boberg.
 F621. Strong man: tree-puller. G152.1. Giant with tree for herding-stick. H1562.1. Test of strength: pulling up tree by roots.

F614.2.1. *Strong man uses pillar-stone as weapon.* Irish myth: *Cross.

F614.2.2. *Strong man uses rafter as weapon.* Icelandic: *Boberg.

F614.2.3. *Strong man buries axe in tree stump and removes it with his little finger.* Cheremis: Sebeok-Nyerges.

F614.3. *Strong man as gardener: destroys plants.* *Type 650; Finnish: Kalevala rune 31 (woods); Spanish: Boggs FFC XC 77 No. 650.
 K1400. Dupe's property destroyed. K1416. Tearing up the orchard (vine-yard). Rascal has been told to cut wood.

F614.4. *Strong man as rower; breaks boat.* Finnish: Kalevala rune 35.

F614.4.1. *Strong man as rower: rows one side of boat against many at other.* Irish myth: Cross.

F614.5. *Strong man as fisherman: destroys fish and nets.* Finnish: Kalevala rune 35; Icelandic: *Boberg.

F614.6. *Strong man throws trees on roof and breaks it.* *Type 650; Chinese: Graham.

F614.6.1. *Strong man throws man back and breaks his bones (legs).* Icelandic: *Boberg.

F614.7. *Strong man uses stable-roof as flail.* Type 1031; French Canadian: Barbeau JAFL XXIX 21.
 K1422. Threshing grain: granary roof used as threshing flail.

F614.8. *Strong man fells tree with one blow of axe.* India: Thompson-Balys.

F614.9. *Strong man clears plain.* Irish myth: *Cross.
 A181.1. God clears plains. A537. Culture heroes clear plains.

F614.10. *Strong hero fights whole army alone.* India: Thompson-Balys.

F614.11. *Strong man jumps across rivers.* (Cf. F611.3.2.4.) India: Thompson-Balys.

F614.12. *Youth crushes coins to powder with fingers.* India: Thompson-Balys.

F615. *Strong man evades death.* Vain attempts to kill him. *Type 590, 650. — Irish: MacCulloch Celtic 143, "Cross; Hindu: Keith 173 (Krishna); Philippine: Fansler MAFLS XII 24; N. A. Indian: Thompson CColl II 391.

H1510. Tests of power to survive. Vain attempts to kill hero. S110. Murders. S350. Fate of abandoned child.

F615.0.1. *Death of strong man.* Irish myth: *Cross.

F615.1. *Strong man sent to devil's mill: drives devils to master's house.* *Type 650.

H1270. Quest to lower world.

F615.2. *Strong hero sent for wild animals.* Italian Novella: Rotunda. H1360. Quest for dangerous animals.

F615.2.1. *Strong man sent to milk lions: brings lions back with him.* *Type 590.

F615.2.2. *Strong man sent to kill lions: does so and frightens king.* Greek: Fox 80 (Herakles).

F615.2.3. *Strong man sent for wild horses: brings them back.* *Type 650.

F615.2.4. *Strong man sent for bears: bring them back home.* Cheremis: Sebek-Nyerges.

F615.2.5. *Strong man sent for wolves: brings them back home.* Cheremis: Sebek-Nyerges.

F615.3. *Strong hero overawes master.* *Type 1145—1165 *passim*; Missouri French: Carrière. P260. Master and servant.

F615.3.1. *Strong hero attacked with millstone puts it on as collar.* Sent to dig a well. Master throws the millstone on him. *Type 650; Fb "kilde" II 119a, "møllesten" II 650b; French Canadian: Barbeau JAFL XXIX 21; India: Thompson-Balys; Cape Verde Islands: Parsons MAFLS XV (1) 112 No. 39.

F615.3.1.1. *Strong hero asks that chickens stop scratching.* When his master throws millstone on him he complains that chickens are scratching dirt on him. *Type 650; N. A. Indian: Thompson CColl II 435f.

F615.3.1.4. Giant thinks hammer blow on head is a nut falling. Man hits with all his might.

F615.3.1.2. *Camels having fallen from sky into girl's eyes; she tells her mother that some grains of sand have fallen down from sky.* India: Thompson-Balys.

F615.4. *Spear bends as it strikes hero on chest and he survives ordeal.* India: Thompson-Balys.

F616. *Mighty pugilist.* Greek: Grote I 156.

F617. *Mighty wrestler.* Africa (Bulu): Krug 106.

F617.1. *Extraordinary strength; elephant-wrestler.* India: Thompson-Balys.

F618. *Strong man tames animals.*

D1442. Magic object tames or restrains animals.

F618.1. *Strong hero tames ungovernable horse.* India: Thompson-Balys.

F621. *Strong man: tree-puller.* Can uproot and carry off trees. (Cf. F611.3.1, F614.2.) *Type 513; BP II 79ff.; "Fb "træ" III 867b. — Irish myth: *Cross; Icelandic: Boberg; Breton: Sébillot Incidents s.v. "arbres"; French Canadian: Barbeau JAFL XXIX 21; Swiss: Jegerlehner Oberwallis 295 No. 13; Jewish: *Neuman; India: Thompson-Balys; Hawaii: Dixon 90, Beckwith Myth 421; Samoa: Ibid. 254; Tonga: Gifford 127; Tuamotu: Stimson MS (z-G 3/1323).

G152.1. Giant with tree for herding-stick. H1562.1. Test of strength: pulling up tree by roots.

F621.1. *Trees pulled up by animals.* Breton: Sébillot Incidents s.v. "arbres".

F621.2. *Trees pulled up by giant.* Irish myth: *Cross; Breton: Sébillot Incidents s.v. "arbres"; Westphalian: Zaunert Westfälische 7, 8, 11; India: Thompson-Balys.

B316.2. Giant bird pulls up oak tree by roots. F531. Giant.

F621.2.1. *Trees pulled up and thrust into the ground upside down by Antichrist, a giant.* Irish myth: Cross.

F621.2.2. *Giant polishes teeth with uprooted tree.* India: Thompson-Balys.

F621.3. *Tree as strong man's umbrella.* India: Thompson-Balys.

F622. *Mighty blower.* Man turns mill with his blowing. (Cf. X935.) *Type 513; Hdwb. d. Märchens I 432a n. 55. — Italian: Basile Pentamerone III No. 8, Rotunda; Breton: Sébillot Incidents s.v. "souffle", "moulin."

F622.1. *Mighty blower slows down princess with his breath.* Causes her to lose race. Italian Novella: Rotunda.

F622.2. *Mighty blower blows firebrand so that sparks fly far, blows seawaves back and forth.* Irish myth: *Cross.

F623. *Strong man holds up mountain.* Breton: Sébillot Incidents s.v. "montagne", "appuiemontagne"; Jewish: Neuman.

A842. Atlas. A man supports the earth on his shoulders.

F624. *Mighty lifter.* Irish myth: *Cross; Icelandic: Flateyjarbok I 523—24, MacCulloch Eddic 82, 93, Snorra Edda Prol. III, *Boberg; India: Thompson-Balys.

F253.1.1. Fairy as mighty lifter. F621. Strong man carries giant load. H1562.2. Test of strength: lifting stone (fireplace, etc.).

F624.0.1. *Saint as mighty lifter.* (Cf. V220.) Irish myth: *Cross.

F624.1. *Strong man lifts horse (ox, ass).* Fb "stærk"; Pauli (ed. Bolte) No. 250; Gaster Exempla 203 No. 92; Greek: Fox 100 (Theseus); Jewish: Neuman.

F624.1.1. *Strong man throws elephant across sea.* India: Thompson-Balys.

F624.1.2. *Strong man throws walrus.* Eskimo (Greenland): Rink 178.

F624.1.3. *Strong man throws leopard.* Jewish: *Neuman.

F624.2. *Strong man lifts large stone.* Irish myth: Cross (F624.7); Icelandic: Boberg; Jewish: Neuman.

F624.2.0.1. *Strong man throws enormous stone.* Greek: Odyssey XIII 184, IX 482, X 120, Iliad XII 381.

F624.2.0.1.1. *Strong man throws mountain.* (Cf. F623, F626.) Jewish: *Neuman.

F624.2.0.2. *Strong man moves enormous rock.* Marquesas: Handy 105.

F624.2.1. *Strong man lifts millstone.* Irish myth: Cross; Breton: Sébillot Incidents s.v. "arracheur." A963.6. Hill from anvil (cast by supernatural smith).

F624.2.2. *Strong man lifts large stone with one hand.* Cheremis: Sebeck-Nyerges.

F624.3. *Strong hero lifts cart.* Irish myth: *Cross; Breton: Sébillot Incidents s.v. "charrette."

F624.3.1. *Strong man throws carriage with horses and driver on top of haystack and breaks the driver's ribs.* Icelandic: Boberg.

F624.4. *Strong man lifts plow.* Fb "stærk"; German: Grimm No. 90.

F624.5. *Strong man lifts ton of rye.* Fb "stærk."

F624.6. *Strong hero lifts house.* Irish myth: *Cross.

F624.7. *Strong man carries boat (ship).* Tonga: Gifford 127; Tuamotu: Stimson MS (T-G. 3/403).

F624.8. *Strong man throws opponent into the air.* Icelandic: *Boberg; Tonga: Gifford 122.

F624.9. *Little girl moves enormous bow which nobody could ever carry before.* India: Thompson-Balys.
D1634.4.1. Sword can be moved only by right person.

F624.10. *Strong man carries bellows.* Chinese: Graham.

F625. *Strong man: breaker of iron.* (Cf. X946.) *Fb "stærk" (bends horseshoe); Icelandic: Flateyjarbók I 524, Boberg; Breton: Sébillot Incidents s.v. "Brise-Fer"; India: Thompson-Balys.
R211.5. Captive hews through iron prison with sword.

F625.1. *Hero drives spear through seven iron plates.* India: Thompson-Balys.
H1149.7. Task: drawing spear thrust through seven iron plates.

F626. *Strong man pulls down mountains.* French Canadian: Barbeau JAFL XXIX 21.

F626.1. *Strong man flattens hill (lops off hilltop).* Irish myth: *Cross.
A962.7. Hills from hero's striking (earth) with sword. D2192.1. Magic leveling of mountains.

F626.2. *Strong man kicks mountain down.* Marquesas: Handy 105.

F627. *Strong man pulls down building.* Irish myth: Cross; Jewish: Judges 16: 30 (Samson), *Neuman.
R211.6. Captive knocks prison roof off.

F628. *Strong man as mighty slayer.* (Cf. F615.2.2.) Irish myth: *Cross.
F1084. Furious battle.

F628.0.1. *Precocious strong hero as mighty slayer.* (Cf. F611.3.2.) Irish myth: *Cross.

F628.1. *Strong man kills animals with own hands.* Irish myth: *Cross; Jewish: *Neuman.

F628.1.0.1. *Strong man slays monster.* Tears heart out. Irish myth: *Cross.

F628.1.1. *Strong man kills lion with own hands.* English: Child V 487 s.v. "lion", Wells 151 (Richard Coer de Lyon); Hebrew: Judges 14: 6 (Samson); India: Thompson-Balys.

F628.1.1.1. *Strong man kills tiger single-handed.* India: Thompson-Balys.

F628.1.1.2. *Strong man kills leopard.* Africa (Upoto): Einstein 125f.

F628.1.1.3. *Strong man kills jaguar.* S. A. Indian (Cashinawa): Métraux BBAE CXLIII (3) 687.

F628.1.1.4. *Strong man kills bear.* Jewish: Neuman.

F628.1.1.5. *Strong man kills wolves in sea.* Irish myth: Cross.

F628.1.2. *Man kills ox with flat of hand.* Pauli (ed. Bolte) No 250.

F628.1.2.1. *Man kills cow with flat of hand.* Africa (Duala): Lederbogen Märchen 144.

F628.1.2.2. *Man swings wild steer by horns round and round till it is stunned, casts it to ground.* Jewish: Neuman.

F628.1.3. *Strong man kills great serpent.* Eskimo (Greenland): Rink 116.

F628.1.3.1. *Man kills serpents, toads, dragons with own hands.* Irish myth: *Cross.
B11.11. Fight with dragon.

F628.1.3.2. *Child tears to pieces a live snake with his bare hands.* (Cf. F611.3.2.) Greek: Fox 79 (Hercules); India: Thompson-Balys.

F628.1.4. *Strong hero kills aquatic animal with own hands.*

F628.1.4.1. *Strong hero kills many crocodiles with own hands.* Buddhist myth: Malalasekera II 1365.

F628.1.4.2. *Strong hero kills sharks with own hands.* Hawaii: Beckwith Myth 421.

F628.1.4.3. *Strong hero kills walrus with own hands.* Eskimo (Greenland): Rasmussen III 263.

F628.1.5. *Strong man kills giant dog.* Tonga: Gifford 137.
B17.1.2.2. Hostile hound killed by reaching through hollow log in its jaws and tearing heart out.

F628.1.6. *Strong hero fells two maddened elephants.* India: Thompson-Balys.

F628.2. *Strong man kills men.* Dickson 180; Irish myth: Cross; Icelandic: Boberg.

F628.2.1. *Strong man kills many men at once.* *Boje 103; Irish myth: *Cross; Spanish Exempla: Keller; Jewish: Judges 14: 19 (Samson), *Neuman; Hawaii: Beckwith Myth 417, Rarotonga: ibid. 253; Africa (Upoto): Einstein 126.
F628.5. Strong hero wields many weapons at once.

F628.2.2. *Strong man throws another from walls.* Greek: *Frazer Apollo-dorus I 238 n. 3.

F628.2.3. *Strong man kills giant.* Type 650* (Cf. F639.4.) Irish myth: *Cross; Jewish: *Neuman; Eskimo (Greenland): Holm 38; S. A. Indian (Cashinawa): Métraux BBAE CXLIII (3) 686.

F531. *Giant.* F531.6.12.6. Giant slain by men. H1561.6. Test of valor: fight with giant.

F628.2.4. *Army of strong men.* Irish myth: Cross.

F628.2.5. *Strong man kills men with own hands.* Irish myth: Cross.

F1041.16.3.3. Strength from anger enables man to tear opponent to bits.

F628.2.6. *Strong man kills many with hammer.* Icelandic: *Boberg.

F628.2.7. *Strong man uses man as weapon.* Icelandic: *Boberg.

F628.2.8. *Strong man kills robber with a snap of his finger.* Cheremis: Sebek-Nyerges.

F628.2.10. *Strong man cleaves horse and rider in two with sword.* India: Thompson-Balys.

F628.3. *Strong man slays spectre.* Irish myth: *Cross.

F628.4. *Strong man's mighty spear-cast (sword blow).* Irish myth: *Cross.

F628.4.1. *Strong man plunges sword into stone.* Irish myth: *Cross.

F628.5. *Strong hero wields many weapons at once.* Irish myth: *Cross.
F628.2.1. Strong man kills many men at once.

F631. *Strong man carries giant load.* (Cf. F531.3.10, F624.) Irish myth: *Cross; Icelandic: *Boberg; India: Thompson-Balys.

F631.1. *Strong man drags mill.* Breton: Sébillot Incidents s.v. "moulin".

F631.2. *Strong man carries off city gates.* Jewish: Judges 16: 3, *Neuman.

F631.2.1. *Strong man carries off door-frame and frame of smoke-hole.* India: Thompson-Balys.

F631.3. *Strong man swims carrying fifty (many) companions.* Irish myth: *Cross.

F631.4. *Strong man carries ox on the back.* Icelandic: Boberg.

F631.5. *Strong man carries heavy oxhide on the hand.* Icelandic: Boberg.

F631.6. *Strong man carries huge beam.*

F631.6.1. *Strong men knock on door with beam of twenty elbow-lengths.* Icelandic: *Boberg.

F631.6.2. *Man carries a beam eighteen feet in length and cuts path through jungle at same time.* India: Thompson-Balys.

F632. *Mighty eater.* Eats whole ox at time, or the like. (Cf. X931.) *Cosquin Contes indiens 427ff.; Pauli (ed. Bolte) No. 250. — Irish myth: *Cross; Icelandic: MacCulloch Eddic 88, 93, Boberg; Jewish: *Neuman; India: *Thompson-Balys; Hawaii: Beckwith Myth 419; Tonga: ibid. 271, Gifford 172f.; Marquesas: Handy 42; Tuamotu: Stimson MS (T-G. 3/620); S. A. Indian (Chiriguano): Métraux RMLP XXXIII 142; Africa (Fang): Tessman 117, (Wute): Sieber 117. .

F531.3.4. *Giants eats prodigious amount.* K81. Deceptive eating contest. M416.1. Curse: appetite of twelve men.

F633. *Mighty drinker.* Drinks up whole pools of water, or the like. (Cf. X932.) *Type 513; BP II 79ff.; Irish myth: *Cross; Icelandic: Boberg; India: Thompson-Balys; Tonga: Gifford 159; Eskimo (West Hudson Bay): Boas BAM XV 259; N. A. Indian: Thompson CColl II 345ff.; Africa (Ba Ronga): Einstein 246.
 F989.14. Animal as mighty drinker. H1142.2. Task: drinking the sea dry.
 K62. Deceptive drinking contest.

F634. *Mighty fisherman.* Palm tree as rod, elephant as bait. India: Thompson-Balys.

F634.1. *Strong man bathing and diving in river catches thousands of fishes in his beard.* (Cf. X1112.) Jewish: Neuman.

F635. *Remarkable spitter.* Spits lake of soap. (Cf. F934). Italian: Basile Pentamerone I No. 5

F636. *Remarkable thrower.* (Cf. F531.3.2., F624.0.1, F624.3.1, F624.8, F628.2.2, F628.4, X943.) Irish myth: *Cross; Missouri French: Carrière; Buddhist myth: Malalasekera II 1172; Hawaii: Beckwith 421; Samoa: ibid. 254.

F636.1. *Remarkable thrower of iron.* Makes field full of scissors. Italian: Basile Pentamerone I No. 5.

F636.2. *Remarkable thrower of chips.* Makes forest. Italian: Basile Pentamerone I No. 5.
 F941. Magic forest.

F636.3. *Remarkable pourer of water.* Makes a river. Italian: Basile Pentamerone I No. 5.
 D915.1. Magic river.

F636.4. *Remarkable stone-thrower.* Italian: Basile Pentamerone I No. 5; Jewish: *Neuman.
 D1131. Magic castle.

F636.4.1. *Hero throws up a stone: before it falls, he drinks a full jar empty.* India: Thompson-Balys.

F636.4.2. *Strong man catches stones hurled from catapults by enemy and throws them back upon the besiegers.* Jewish: *Neuman.

F636.4.3. *Strong man's stone-throw carries away roof-timber.* Irish myth: Cross.

F636.5. *Hero catches a giant jug and pitches it about.* India: Thompson-Balys.

F637. *Strong man holds back ship.* Alphabet No. 493. — Jewish: Neuman.
 D2072.0.3. Ship held back by magic.

F638. *Mighty archer.* Buriat: Holmberg Siberian 428; India: *Thompson-Balys.

F638.1. *Arrow shot thirty miles high.* India: Thompson-Balys.

F638.2. *Arrow shot down years after the shot.* India: *Thompson-Balys.

F638.3. *Man is waiting for bird to fall that he had shot eight days before.* India: Thompson-Balys.

F638.4. *Strong man shoots arrow as far as otherworld.* Buddhist myth: Malalasekera I 1004.

F639. Extraordinary powers—miscellaneous.

F639.1. Mighty digger.

F639.1.1. *Mighty digger of tunnels.* Africa (Hausa): Equilbecq II 171ff.F639.1.2. *Strong man's finger digs into ground with such force that water gushes out.* Jewish: Neuman.F639.2. *Mighty diver.* Can stay extraordinary time under water. Africa (Ziba): Rehse Zs. f. Kolonialspr. III 366f. No. 30, (Madagascar): Renel I 102ff. No. 15, (Malinke): Frobenius Atlantis VIII 145ff. No. 81. H1543. Contest in remaining under water.F639.3. *Strong man's shield-cast annihilates fleeing enemy and chariot.* Irish myth: *Cross.F639.4. *Strong man overcomes giant.* (Cf. F628.2.3.) Irish myth: *Cross.F639.5. *Strong man kicks through heavy door.* Irish myth: Cross.F639.6. *Strong man tears boat apart with hands.* Irish myth: Cross.F639.7. *Man presses out twelve measures of oil without the help of bullocks.* India: Thompson-Balys.F639.8. *Palace shakes when strong man gets upon its roof.* India: Thompson-Balys.F639.9. *Strong man crushes ribs of person he embraces.* India: Thompson-Balys.F639.10. *Strong man's anger: bites brass rods in anger and spits them out as powder.* Jewish: *Neuman.F639.11. *Strong man grinds huge rocks into powder.* Jewish: Neuman.F639.12. *Nine hundred horses draw chariot in which strong man rides.* Jewish: Neuman.

F640. Extraordinary powers of perception. Penzer VI 285; Icelandic: Boberg.

F641. Person of remarkable hearing (Cf. X936.) *Type 513; BP II 79ff., *95; Fb "jord" II 45a; Irish myth: *Cross; Breton: Sébillot Incidents s.v. "ouie"; Italian: Basile Pentamerone I No. 5, III No. 8; Buriat: Holmberg Siberian 428.

D1922. Magic power of hearing. K86. Contest in hearing.

F641.1. *Man can hear grass (wool) grow.* *Type 513; Hdwb. d. Märchens I 432a n. 55; *BP II 95ff.; *Fb "høre" I 755b, IV 238b; — Icelandic: Boberg; Irish: Hyde Beside the Fire (London 1890) 23; Breton: Sébillot Incidents s.v. "avoine".F641.2. *Man can hear ant leave nest fifty miles away.* Welsh: MacCulloch Celtic 190.F641.3. *Man can hear one sleeping by putting ear to ground.* Italian Novella: Rotunda.

F642. Person of remarkable sight. (Cf. X938.) *Type 653; BP II 95, III 45ff.; Köhler-Bolte I 439; Hdwb. d. Märchens I 432b, n. 54; Irish myth: *Cross; Icelandic: Boberg; Welsh: MacCulloch Celtic 190.

B11.5.3. Dragon's miraculous vision. Can see a fly miles away. D1331.

Magic object affects eyesight. D1820. Magic sight. D1825.3. Magic power to see invisible creatures. K85. Contest in seeing.

F642.1. *Remarkable star-gazer.* Sees birds in nest in distant tree. *Type 653; BP III 45, *57; Köhler-Bolte I 298f.; India: Thompson-Balys.

F642.2. *Person of remarkable sight finds tracks of swine stolen seven years before his birth.* Welsh: MacCulloch Celtic 190.

F642.3. *Person can see through opaque objects.*

F642.3.1. *Person of remarkable sight can see through hearts of trees.* Greek: Fox 26 (Lynkeus).

F642.3.2. *Remarkable sight of sage lets him see worm in loaf.* Spanish Exempla: Keller.

F642.3.3. *Blind man is able to see two unborn rats within mother rat.* Korean: Zong in-Sob.

F642.4. *Person sees equally well by night or day.* Icelandic: MacCulloch Eddic 154, Boberg; Buddhist myth: Malalasekera II 886.

F642.5. *Man can see celestial nymphs dancing in divine world.* India: Thompson-Balys.

F642.6. *One-eyed barber sees thread of silk stretching to sea.* India: Thompson-Balys.

F642.7. *Person of remarkable sight can see the soul.* India: *Thompson-Balys.
E700. The soul.

F642.8. *Person sees enormous distance.* Icelandic: MacCulloch Eddic 154, Boberg; Greek: Grote I 158; Buddhist myth: Malalasekera II 493.

F645. *Marvelously wise man.*
D1810. Magic knowledge. J0. Acquisition and possession of wisdom (knowledge.)

F645.1. *Wise man answers all questions.* Africa (Hausa): Equilbecq II 171ff.

F645.2. *Man knows exactly how many grains are in a measure.* Jewish: Neuman.

F647. *Marvelous sensitiveness.* *Penzer VI 219, 288, VII 204ff.; Icelandic: Herrmann Saxo II 265ff., *Boberg.
H1571 Test of sensitiveness.

F647.1. *Marvelous sensitiveness: meat (wine) tastes of corpse.* Has been near grave. Italian novella: Rotunda (J1661.1.8.); India: *Thompson-Balys, Penzer VI 288; Jewish: Neuman; Korean: Zong in-Sob 102 No. 55.
J1661. Clever deductions.

F647.1.1. *Extraordinary gustatory sense.* Woman detects flavor of garlic in a sauce made in a mortar from which garlic has been removed. Spanish: Childers.

F647.2. *Marvelous sensitiveness: suffering from merely seeing work done.* *Penzer VII 204ff.
W111. Laziness.

F647.3. *Marvelous sensitiveness: injury from rose leaves falling.* (Cf. F647.9.) *Penzer VII 204ff.; BP III 238.
 K2051.2. Adulteress pretends to faint when her husband strikes her with a rose. She has allowed her lover to abuse her.

F647.4. *Marvelous sensitiveness: women blush in presence of male statue.* *Penzer VII 204ff.; BP III 238.
 C313.1. Tabu: woman seeing nude man.

F647.4.1. *Marvelous sensitiveness: woman refuses to look at male fish.**BP III 238.

F647.5. *Marvelous sensitiveness: woman smells like a goat.* She has been brought up on goat's milk. Jewish: *Neuman; India: *Thompson-Balys, Penzer VI 219.

F647.5.1. *Marvelous sensitiveness: meat is dog's flesh.* Animal has been suckled by a dog. *Type 655; *Gaster Exempla 195 No. 51; India: Thompson-Balys.

F647.5.2. *Marvelous sensitiveness: food has been raised in particular kind of manure.* India: Thompson-Balys.

F647.5.3. *Marvelous sensitiveness: man recognizes milk of his stolen cows.* India: Thompson-Balys.

F647.6. *Marvelous sensitiveness: wine shows through woman's white throat.* *Köhler-Bolte II 348ff.; *BP III 238.

F647.7. *Marvelous sensitiveness: ulcer from moon's rays.* *BP III 238; Penzer VII 11.

F647.8. *Marvelous sensitiveness: fainting from noise of wooden pestle and mortar.* *BP III 238.

F647.8.1. *Marvelous sensitiveness: fracture from hearing man chopping wood.* *BP III 238.

F647.8.1.1. *Marvelous sensitiveness: stitch in side from being told about hearing a man chopping wood.* *BP III 238.

F647.9. *Marvelous sensitiveness: blister on back from lying in rose leaves.* (Cf. F647.3.) *BP III 238.

F647.9.1. *Prince thinks he has slept on a beam; a hair is found on lower bedding.* India: *Thompson-Balys.
 H41.1. Princess on the pea.

F647.9.2. *Marvelous sensitiveness: man feels little point of simple thorn in middle of his clothes.* India: Thompson-Balys.

F647.10. *Marvelous sensitiveness: man refuses to eat fifth descendant of stolen cow.* Alphabet No. 301.

F647.11. *Marvelous sensitiveness: clarified butter was someone's leavings.* India: Thompson-Balys.

F647.12. *Girl (princess) so delicate she can live only on the perfume of flowers.* India: Thompson-Balys.

F648. *Extraordinary sympathy (telepathic) with wild animals.* India: Thompson-Balys.

F651. *Remarkable power to walk directly to nearest water.* Irish myth: Cross.

F652. Marvelous sense of smell. (Cf. F647.5.) Irish myth: Cross; Icelandic: Boberg.
 G94. Fee-fli-fo-fum. Cannibal returning home smells human flesh.

F652.1. Man identifies picker of berries by their scent. Irish myth: Cross.

F652.2. Man smells pots boiling 400 miles off. Jewish: Neuman.

F654. Remarkable power of recognition. Man remembers all people he has met. (Cf. F692.) India: *Thompson-Balys; Buddhist myth: Malalasekera I 908.

F655. Extraordinary perception of blind men.

F655.1. Blind man able to recognize real pearls by their smell, diamonds by a good horse by screwing its ears, and raja of noble birth by his generosity. India: Thompson-Balys.

F655.2. Blind tiger recognizes by man's voice that he is a hypocrite. India: Thompson-Balys.

F660. Remarkable skill. *Types 653, 653*; BP III 45ff.; Irish myth: *Cross.

H504. Test of skill in handiwork H621. Skillful companions create woman: to whom does she belong? H900. Tasks imposed, H1210, Quest assigned, K305.1. Thieving contest: first steals eggs from under bird; second meantime steals first's breeches. R166. Brothers having extraordinary skill rescue princess.

F660.1. Brothers acquire extraordinary skill. Return home and are tested. *Types 653, 654, 1525; *BP III 10, 45ff., 379ff., 390 n. 1; Italian: Basile Pentamerone V No. 7; India: *Thompson-Balys; Chinese: Graham.

Z161. Four brothers construct a woman: whose is she?

F660.2. Unskilled man made skillful by saint's blessing. *Loomis White Magic 72, 82.

F660.2.1. Follower of a saint is miraculously made a famous preacher. India: Thompson-Balys.

F661. Skillful marksman. *Types 304, 653; *BP II 503ff., III 45ff.; Fb "skytte" III 350a; Irish myth: *Cross; Icelandic: *Boberg; Breton: Sébillot Incidents s.v. "chasseur"; Italian: Basile Pentamerone I No. 5, III No. 8, V No. 7; India: *Thompson-Balys; Buddhist myth: Malalasekera II 1071.

D1925. Power to hit whatever one aims at. F278.1. Fairy shows remarkable skill as marksman. H331.4. Sutor test: shooting. N621. Lucky shot with arrow—foot and ear of deer. Deer is scratching ear. N623.1. Lucky cast of spear—animal's mouth pinned shut.

F661.1. Skillful marksman shoots meat from giant's hands. *Type 304; *BP II 505.
 G100. Giant ogre.

F661.2. Skillful marksman shoots pipe from man's mouth. Type 1708*.

F661.3. Skillful marksman shoots apple from man's head. Tell. *Hdwb. d. Aberg. s.v. "Meisterschuss Tell"; Fb "æble" III 1136a; English: Child III 17f., 28; Icelandic: Boberg.

F661.3.1. Skillful marksman shoots spear through nose-ring. India: Thompson-Balys.

F661.4. Skillful marksman shoots eggs scattered over table. *Type 653.

F661.4.1. *Archer shoots eggs through middle.* India: Thompson-Balys.

F661.4.2. *Archer shoots and marks egg in nest without breaking it or disturbing other eggs.* India: Thompson-Balys.

F661.4.3. *Skillful marksman can hit egg from great distance.* Africa: Weeks Jungle 43.

F661.5. *Skillful marksman shoots animal (man) through eye.*

F661.5.1. *Skillful marksman shoots serpent through left eye.* Chinese: Werner 182.

F661.5.2. *Skillful marksman shoots bird through eye.* *Fb "skytte" III 350a. — Buddhist myth: Malalasekera II 1123.

F661.5.3. *Skillful marksman shoots left eye of fly at two miles.* *Type 513.

F661.5.4. *Skillful marksman shoots both eyes of an ogre.* Italian: Basile Pentamerone V No. 7.

F661.5.5. *Marvelous marksman can shoot eye off needle at quarter-mile distance.* Korean: Zong in-Sob.

F661.6. *Skillful bowman shoots crater of Vesuvius open.* *Fb "gue" IV 76b.

F661.7. *Skillful marksman throws needles. One enters eye of the other so as to form a straight line.* Irish myth: *Cross.

F661.7.1. *Skillful marksman throws rushes into a curtain. The first remains and each following one lodges in the one before and remains attached to it.* Schoepperle Tristan and Isolt II 294.

F661.7.2. *Skillful marksman throws swords and scabbards so that swords are sheathed in air.* Irish myth: Cross.

F661.7.3. *One arrow shot into end of last one to make rope of arrows.* Melanesia: Codrington 373, 397.
F53. Ascent to upper world on arrow-chain. Hero shoots arrows which join one another in the air to form a chain.

F661.8. *Skillful marksman casts lance through ring.* French Canadian: Barbeau JAFL XXIX 18, Carrière.

F661.8.1. *Skillful marksman casts lance through hole in leaf.* Irish myth: Cross.

F661.9. *Skillful marksman grazes ear of sleeping person and awakens him.* Italian Novella: Rotunda.

F661.9.1. *Husband shoots arrows, barely missing wife's ears.* India: Thompson-Balys.

F661.10. *Man shoots pearls from wife's nose-ring.* India: Thompson-Balys.

F661.11. *Skillful archer uses arrow as boomerang.* India: Thompson-Balys.

F661.12. *Hero shoots arrow and cuts thread.* India: Thompson-Balys.

F662. *Skillful tailor.*
F441. Tailor.

F662.0.1. *Woman skillful in sewing.* Chinese: Graham.

F662.0.1.1. *Woman sews nine garments at a time with one needle.* Chinese: Graham.

F662.1. *Skillful tailor sews up broken eggs.* *Type 653; Africa: Weeks Jungle 43.

F662.1.1. *Birds hatched from broken eggs repaired by skillful tailor have red line around necks.* This indicates where eggs were broken. *Type 653; India: Thompson-Balys.
EI2.1. Red thread on neck of person who has been decapitated and resuscitated.

F662.2. *Skillful tailor sews together scattered planks in capsizing boat.* *Type 653; India: Thompson-Balys.

F662.3. *Skillful tailor sews bean together after bean has split from laughing.* German: Grimm No. 18.

F663. *Skillful smith.* (Cf. F271.3.) *Fb "smed" III 402ab; Krappe Archiv für das Studium der neueren Sprachen CLX (1931) 166ff., CLXI (1932) 1-9; Irish myth: *Cross; Icelandic: Boberg.
P447. Smith.

F663.0.1. *Skillful smith calls self master of all masters.* *Type 753; *BP III 198; *Fb "mester" II 584a.

F663.1. *Skillful smith shoes running horse* *Type 654; *BP III 10; *Wesselski Märchen 213 No. 20.

F663.2. *Clever smith makes needle that pierces anvil.* Buddhist myth: Malalasekera II 1273.

F664. *Skillful flayer.*

F664.1. *Skillful flayer skins running rabbit.* *Type 654; *Wesselski Märchen 213 No. 20.

F664.1.1. *Woman flays running deer.* Eskimo (Greenland): Rasmussen III 197.

F665. *Skillful barber.*
P446. Barber.

F665.1. *Skillful barber shaves running hare.* *Type 654; *BP III 10ff.

F666. *Skillful axe-man.* Cuts down trees with single stroke, and the like.
*Kittridge Gawain 199 n. 2; Irish myth: *Cross.

F666.1. *Skillful axe-man makes spear-shafts with three chippings.* Also at the same time sets them into the spear-rings. Irish myth: *Cross.

F667. *Skillful fencer (swordsman).*

F667.1. *Skillful fencer keeps sword dry in rain.* Swings it so fast. *Type 654; *BP III 10ff.

F667.2. *Man able to strike every arrow with his sword and reduce it to splinters.* India: Thompson-Balys.

F667.3. *Expert swordsman cuts clothes bag in two.* (Cf. F611.3.3.1) Chinese: Graham.

F668. *Skillful surgeon.* Irish myth: *Cross; India: Thompson-Balys; Chinese: Graham.
D2161. Miraculous healing power. F959.3. Miraculous cure of wound.

F668.0.1. *Skillful physician.* Irish myth: *Cross; Africa (Konde): Gémuseus und Berger ZsES XXIII 151f. No. 13.
 F668.0.2. Marvelous cures. H1199.2. Task: healing sick person. P424, Physician.

F668.1. *Skillful surgeon removes and replaces vital organs.* (Cf. X1721.2.)
 *Type 660; *BP II 552.
 E781. Eyes successfully replaced. E782. Limbs successfully replaced.
 E783.1. Head cut off and successfully replaced. H304. Test of skill in handiwork.

F668.2. *Skillful surgeon removes speck from midge's eye.* Does it with one stroke without injuring midge. Welsh: MacCulloch Celtic 190.

F668.3. *Man can transplant feather from one bird to another.* Buriat: Holmberg Siberian 428.

F668.4. *Skillful surgeon can tell by whom wound was inflicted.* Irish myth: Cross.

F668.5. *New arm made from another man's arm bone.* Irish myth: Cross.

F671. *Skillful shipbuilder.* Irish myth: Cross; Italian: Basile Pentamerone V No. 7.

F671.1. *Rapid boat-builder can build boat in twinkling of an eye.* Africa (Hausa): Equilbecq II 171ff.

F673. *Man can keep together feathers in great wind.* *Type 654; *Weselski Märchen 213 No. 20.

F674. *Skillful painter.* Can paint from description of a dream. Type 516; Rösch FFC LXXVII 97.
 H504.1. Contest in life-like painting.

F675. *Ingenious carpenter.* Penzer III 282—4, 296—300; Irish myth: *Cross; Jewish: Neuman.

F675.1. *King makes a wooden peacock machine for his son.* India: Thompson-Balys.

F675.2. *Moonmakers make new moon.* India: Thompson-Balys.
 F783.1. Gold moon, sun, stars.

F675.3. *Carpenter constructs house of sandalwood which will go wherever owner commands.* India: Thompson-Balys.

F675.4. *Skillful carpenter constructs large palace overnight.* India: Thompson-Balys.
 D1133. Magic house.

F676. *Skillful thief.* (Cf. K301.)
 K305.1. Thieving contest: first steals eggs from under bird; second meantime steals first's breeches.

F676.1. *Thief can eat from man's plate during dinner without detection.* India: Thompson-Balys.

F676.2. *Thief can cut soles off man's boots without detection as he walks along road.* India: Thompson-Balys.

F677. *Skillful tracker.* Irish myth: Cross.

F677.1. *Skillful tracker infallible on land or sea.* Irish myth: Cross.

F678. *Skillful milker.*

F678.1. *Skillful milker milks cows incessantly.* Irish myth: Cross.

F679. *Remarkable skill—miscellaneous.*

F679.1. *Remarkable herdsman.* Sits on mountain top. Cows come from great distance at his call. Irish myth: Cross.

F688. Man with marvelous voice.

F679.2. *Man can lengthen swords by twirling them between his fingers.* Irish myth: Cross.

F679.3. *Man can walk (stand) on weapon edge (point) without injury.* Can catch sharp edges without being cut. Irish myth: *Cross.

F679.4. *Man can stand on barrel rolling down hill.* Irish myth: Cross.

F679.5. *Skillful hunter.* Irish myth: Cross.
A526.2. Culture hero as mighty hunter.

F679.5.1. *Skillful hunter manages hounds.* Irish myth: Cross.

F679.5.2. *Skillful hunter can tell from baying the succession of hounds and what quarry they pursue.* Irish myth: Cross.

F679.5.3. *Man kills many tigers with one arrow-shot.* S. A. Indian (Yurakare): Métraux RMLP XXXIII 144.
N620. Accidental success in hunting. X1110. The wonderful hunt.

F679.5.3.1. *Seven stags killed at one shot.* India: Thompson-Balys.

F679.6. *Skillful cast of stone: carries away roof tree of burning house and so puts out fire.* Irish myth: Cross.

F679.7. *Skillful gambler always wins.* Whatever he earns in day he spends immediately. India: Thompson-Balys.

J1115.1. Clever gambler. N1. Gamblers. N221. Man granted power of winning at cards.

F679.8. *Skill at chess-playing.* India: Thompson-Balys.

F679.9. *Skillful musician plays nine mouth harps at once.* Chinese: Graham.

F680. *Other marvelous powers.*

F681. *Marvelous runner.* Irish myth: *Cross; Icelandic: *Boberg; Italian: Basile Pentamerone III No. 8; Jewish: *Neuman; India: Thompson-Balys; Hawaii: *Beckwith Myth 151, 337f.; Tuamotu: Stimson MS (T-G. 3/928).

D1536. Magic fleetness of foot. F273.2. Fairy shows remarkable skill as runner. G303.4.8.6. Devil is swift of foot. H1154.9. Task: capturing pair of every wild animal in the land. K185.5. Deceptive land purchase: bounds fixed by a race. One man has supernatural speed.

F681.1. *Marvelous runner keeps leg tied up.* To prevent him from running away. *Type 513; *BP II 79ff.; *Fb "ben" IV 32b; Burят: Holmberg Siberian 428; N. A. Indian: Thompson CColl II 345ff.

F681.2. *Marvelous runner outstrips March wind.* Irish: MacCulloch Celtic 162.

F681.3. *Marvelous runner swift as thought.* Irish myth: Cross; Welsh: MacCulloch Celtic 190; Icelandic: MacCulloch Eddic 81, 93, Boberg; N. A. Indian (Ojibwa): Michelson JAFL XXIV 249.

D1521.3. Sleigh as swift as thought. D1521.4. Carriage as swift as thought. D2122.3. Magic journey as swift as thought.

F681.3.1. Contest between runner swift as thought and one swift as sight. Former wins. N. A. Indian (Ojibwa): Michelson JAFL XXIV 249.

F681.4. Marvelous runner swift as sight. N. A. Indian (Ojibwa): Michelson JAFL XXIV 249.

F681.5. Marvelous runner can run round earth in five minutes. *Fb "løbe" II 506.

F681.6. Marvelous runner catches wild game on the run. Italian Novella: Rotunda; Jewish: *Neuman.
H1154.9. Task: capturing pair of every wild animal in the land.

F681.6.1. Man can outstrip wild mare, hold her, and bridle her. Jewish: Neuman.

F681.7. Marvelous runner runs backwards. Irish myth: Cross.

F681.8. Marvelous runner captures two of every wild animal. Irish myth: *Cross.
A1021.1. Pairs of animals in ark.

F681.9. Man who is too heavy for any horse walks faster than horse-back riders. Icelandic: *Boberg.

F681.10. Marvelous swift plower. Chinese: Graham.

F681.11. Marvelous swift mower. Chinese: Graham.

F681.12. Runner runs so swiftly that he does not snap the ears of wheat (bend grass). Latin: Virgil Aeneid VII 807 ff.; Jewish: Neuman.
F973.2. Walking on grass blades without bending them.

F681.13. Boy runs so fast snow makes rainbow behind him. Eskimo (Greenland): Rasmussen III 255.

F682. Man can stand all day on one foot. Irish myth: Cross; Welsh: Mac-Culloch Celtic 190.

F682.0.1. Person (warrior) uses only one leg, one hand, one eye. Irish myth: *Cross.

F683. Sparks come from man's feet. Irish myth: *Cross; Welsh: Mac-Culloch Celtic 190.

F683.1. Sparks come from man's hands. Irish myth: *Cross.
F552.2. Fingers of saint give light or fire. F1041.16.1. Man spits fire when enraged.

F683.1.1. Fire drops from fingers of warrior whenever he wills it. Irish myth: Cross.

F684. Marvelous jumper. Irish myth: *Cross; Icelandic: *Boberg.
F1071. Prodigious jump.

F684.1. Marvelous climber. Irish myth: Cross; Icelandic: Boberg.

F685. Marvelous withstander of cold. Type 513.
D2344.2. Contest of heat and cold. Magicians contest with each other in producing heat or cold that will overcome the other.

F686. Body with marvelous heat. Melts snow thirty feet around and serves as fuel for man's companions. Irish myth: *Cross; Welsh: Mac-Culloch Celtic 198.

F686.1. Cauldron warmed by breath of nine maidens. (Cf. D1171.2.)
Welsh: MacCulloch Celtic 95.

F686.2. Room heated by crowded corpses kept on hand by ghoulish ogres. Scottish: Campbell-McKay No. 25.
G691.1. Giants keep corpses on hand to eat.

F687. Remarkable fragrance (odor) of person. Jewish: Neuman.

F688. Man with marvelous voice. Jewish: *Neuman.
F531.3.8. Giants' shouts are storms or great noise. F556. Remarkable voice. F679.1. Remarkable herdsman. Sits on mountain top. Cows come from great distance at his call.

F688.1. Man's voice shakes heavens. Chinese: Werner 305.

F688.2. Man's shout remains in air three days. Irish myth: Cross.
D1921. Magic carrying power of voice.

F688.3. Voice heard over whole land. Jewish: *Neuman.

F688.4. Walls fall because of great shout. Jewish: *Neuman.
D2093. Walls overthrown by magic.

F691. Man can breathe nine days under water. *Ullrich Archiv für Literaturgeschichte XIV 69ff.; Irish myth: *Cross.

F691.0.1. Hero battles under lake for a day and night. Irish myth: Cross.
D2126. Magic under-water journey.

F692. Person with remarkable memory. (Cf. F654.) Irish myth: *Cross.

F692.1. Whole epic remembered from one hearing. Buddhist myth: Mālasekera I 262f.

F693. Wounds inflicted by certain man always fatal. Irish myth: *Cross.

F694. Saint passes through closed doors. Irish myth: *Cross; Icelandic: Boberg.
D1981.2. Magic invisibility of saints.

F695. Extraordinary reading ability. Irish myth: *Cross.
V223.4. Saints blessed with ability to discourse in native idioms of people whom they visit.

F695.1. Reading without learning the alphabet. Irish myth: *Cross.

F695.2. Extraordinary amount read in short time. Irish myth: Cross.

F695.3. Learning to read in extraordinarily short time. *Loomis White Magic 24; Irish myth: *Cross.
D1819.4. Learning to read by magic.

F695.3.1. Miraculous ability to learn to read and to write foreign language in short time. *Loomis White Magic 72, 114.

F696. Marvelous swimmer. Irish myth: *Cross; Icelandic: *Boberg.

F697. Marvelous ball player. Irish myth: Cross; Icelandic: *Boberg.

F697.1. Culture hero as marvelous ball player. Irish myth: *Cross.

F697.2. Saint as marvelous ball player. Irish myth: Cross.

F698. Marvelous juggler. Irish myth: *Cross; India: Thompson-Balys.

F698.1. *Hero throws ball, bat, dart (playthings) and catches them before they reach ground.* Irish myth: *Cross.

F698.2. *Performing on spear points.* Irish myth: Cross.

F698.3. *Catching 150 toy spears in shield.* Irish myth: Cross.

F699. *Additional marvelous powers.*

F699.1. *Marvelous dancer.* India: Thompson-Balys.

H1501. Endurance test: long dancing.

F700—F899. Extraordinary places and things.

F700. *Extraordinary places.*

F701. *Land of plenty.* Yields everything to heart's desire. Icelandic: Herrmann Saxo II 588, 593, Boberg; Italian Novella: Rotunda; Hindu: Keith 144.

F111. Journey to earthly paradise. F756.2. Plain that is earthly paradise. X950. Schlaraffenland.

F701.1. *Milk and honey flow in land.* Usener Kleinere Schriften IV 398; Jewish: *Neuman; Gaster Thespis 201.

F701.2. *Land of the Blessed.* Everything as it should be. Jewish: *Neuman.

F702. *Land of fire.* (Cf. F753, F756.1, F763, F771.1.11, F785.3.) Chauvin VII 57 No. 77.

A622. Universe created out of fire world.

F703. *Lands with extraordinary names.* Land of the boot, the towel, the walking-stick, and the like. *Köhler-Boite I 421. Cf. Type 1940, BP III 129; Chinese: Werner 391.

X951. The extraordinary names.

F704. *Land of cold and mist.* (Cf. A623.) Icelandic: Herrmann Saxo II 584ff., MacCulloch Eddic 281, 304, 324, 326, Boberg.

F705. *Artificial paradise and hell to punish and reward.* Wesselski Archiv Orientální II 432.

E754.2. Saved soul goes to heaven. E755.2. Souls in hell. F792. Artificial heavens.

F706. *Land of darkness.* Krappe The Land of Darkness (Philol. Quarterly XXI [1942] 334—46); Icelandic: Herrmann Saxo II 595, 598, 599, MacCulloch Eddic 32, Boberg; Jewish: bin Gorion Born Judas 2 III 152, *Neuman.

F707. *Extraordinary kingdom.* (Cf. F760.)
B220. Animal kingdom.

F707.1. *Kingdom where everything is of gold.* India: Thompson-Balys.
F760.1. Town where everything is sold at one price.

F707.2. *Kingdom where everything is of silver.* India: Thompson-Balys.

F707.3. *Kingdom where everything is of diamond.* India: Thompson-Balys.

F707.4. *Kingdom where everything is of pearl.* India: Thompson-Balys.

F708. *Countries with one conspicuous lack.*

F708.1. *Country without cats.* *Types 1650, 1651; *BP II 69; Breton: Sébillot Incidents s.v. "chats", "Alger".

J2101. Getting rid of the cat. N411.1. Whittington's cat. A cat in a mouse-infested land without cats sold for a fortune.

F708.2. *Country without grain.* Breton: Sébillot Incidents s.v. "blé".

F708.3. *Country without wine.* Icelandic: Boberg.

F709. *Other extraordinary countries.*

F709.1. *Country of the naked.* Chavannes I 195—97, cf. Wesselski in Archiv Orientální I (1929) p. 4.

F709.2. *Country of little girls.* Icelandic: Boberg.

F709.3. *Country of thieves and impostors.* Icelandic: Flateyjarbók II 73ff., Steinsson FFC LXXXIII xxii; Boberg; India: Thompson-Balys.

F710. *Extraordinary bodies of water.*

F710.1. *Water resembling fire.* Jewish: Neuman; Buddhist myth: Malalasekera II 14.

F711. *Extraordinary sea.* (Cf. D911.)

D910. Magic body of water. D1467.2. Rubies found in whirlpool in sea.
F1824. Sea of glass in otherworld. F930. Extraordinary occurrences concerning seas or water.

F711.1. *Sea issues from marvelous cask.* Breton: Sébillot Incidents s.v. "tonneau".

F711.2. *Sea of unusual substance.*

F711.2.1. *Sea of milk.* (Cf. F713.4, F715.2.3.) India: *Thompson-Balys, Penzer II 151.

J815. Prime minister bribes priest to persuade king that ocean of milk he wishes sought for has curdled. J2349.3. Credulous king reads about ocean of milk.

F711.2.2. *Sea of cream.* India: Thompson-Balys.

F711.2.3. *Sea of pumice.* Tonga: Gifford 149, Beckwith Myth 287.

F711.2.4. *Sea of slime.* Tonga: Gifford 149.

F711.2.5. *Sea of honey.* (Cf. F715.2.4.) Africa (Ba Ronga): Einstein 246.

F711.3. *Sea of unusual color.*

F711.3.1. *White sea.* Tonga: Beckwith Myth 287.

F711.3.2. *Red sea.* Tonga: Gifford 141, Beckwith Myth 287.

F711.4. *Fresh water in sea.*

F711.4.1. *Stream of fresh water flows through the sea.* Jewish: *Neuman.

F711.4.2. *Well hidden in sea.* (Cf. D926.) Jewish: Neuman.

F711.5. *Aroma of sea as of wine.* Jewish: Neuman.

F711.6. *Sea with fishes with bodies like men and sharp razor-like snouts.* Buddhist myth: Malalasekera I 723.

F713. *Extraordinary pond (lake).* Irish myth: *Cross; India: Thompson-Balys.

F713.1. *Pond of ambrosia.* Japanese: Anesaki 242.

F713.2. *Bottomless lakes (pools, etc.).* *Fb "bundles"; JAFL V 329; FL III 70.

F713.2.1. *Extremely deep water.* Axe seven years reaching bottom. Jewish: *Neuman.

F713.3. *Lake monster turning over causes lake to overflow surrounding mountains.* Irish myth: Cross.

F713.4. *Pond of milk.* (Cf. F711.2.1, F715.2.3.) India: *Thompson-Balys.

F713.5. *Pond always clear because deity uses it for his bath.* India: Thompson-Balys.

F713.6. *Lake of blood.* India: Thompson-Balys.

F715. *Extraordinary river.* (Cf. D915.) Irish myth: Cross; Icelandic: *Böberg.

D915.2. River contained under cock's wings. D915.3. River contained in box. D915.4. Intermittent river. D915.4.1. Sabbatical river. F141.3. River between the realms of giants and gods never freezes. F142. River of fire as barrier to otherworld. F162.2. Rivers in otherworld. F832. Extraordinary occurrences connected with rivers.

F715.1. *Extraordinary source of river.*

F715.1.1. *River issues from magic nut.* (Cf. D985, F718.12.) Fb "ned" II 719a.

F715.1.2. *River issues from pillar.* Dickson 222 n. 18.

F715.1.3. *River from man's finger.* Jewish: Neuman.

F715.1.4. *River flows from man's head.* Jewish: Neuman.

F715.1.5. *River flows from man's mouth.* Jewish: Neuman.

F715.2. *River of extraordinary fluid.* Irish myth: Cross.

F771.7. Palace surrounded by rivers of wine, rose-water, and honey.

F715.2.1. *River of blood.* Irish myth: Cross; N. A. Indian (Greek): Alexander N. Am. 71; India: Thompson-Balys.

F715.2.2. *River of mercury.* Chauvin V 41 No. 388.

F715.2.3. *River of milk.* (Cf. F711.2.1, F713.4, F814.6.) Finnish: Holmberg Finno-Ugric 80; Jewish: *Neuman; India: Thompson-Balys.

F715.2.4. *River of honey.* (Cf. F711.2.5.) Africa (Hausa): Tremearne Hausa Superstitions and Customs (London, 1913) 424ff. No. 93.

F162.2.3. Rivers of honey in otherworld. F771.7. Palace surrounded by rivers of wine, rosewater and honey.

F715.2.5. *River of tears.* Rose Classical Review XLII 28, 171.

F715.3. *Rivers with marvelous underground connections.* Euphrates, Tigris, Tiber, and River Boant really the same which flow through oceans and underground. Irish: Todd Lecture Series X 29 (Metrical Dindshenchas), "Cross.

A871.1. Four streams from four corners of earth. F162.2.1. The four rivers of paradise.

F715.3.1. *Undersea river.* (Cf. F718.1.) Irish myth: *Cross.

F715.3.2. *Marvelous stream containing little black fish bursts forth from mountain.* (Cf. A934.9.) Irish myth: Cross.

F715.4. *Stream runs through house.* *Schoepperle II 302 n. 1; Irish myth: Cross.

F715.5. *River which never freezes.* Icelandic: MacCulloch Eddic 276.

F715.6. *River that burns like fire.* Irish myth: Cross; Jewish: *Neuman.

F715.7. *River which petrifies anyone passing through it.* India: Thompson-Balys.
D231. Transformation: man to stone.

F715.8. *Kingdom where seven rivers meet.* India: Thompson-Balys.
A871.1. Four streams from four corners of earth. F162.2.1. The four rivers of Paradise.

F715.9. *Red river.* India: Thompson-Balys; Mono-Alu: Wheeler 8, 48.

F715.10. *River whose specific gravity is so slight nothing can float on it.* (Cf. F716.2.) Buddhist myth: Malalasekera II 1156.

F716. *Extraordinary fountain.* (Cf. D925.) Irish myth: *Cross; Jewish: Neuman.

F716.1. *Fountain gives water on Wednesdays and Fridays. Milk on Sunday and wine on feast-days.* Patch PMLA XXXIII 620 n. 66; Irish myth: *Cross.
D915.4.1. Sabbatical river. F162.1.2.1. Sweet and bitter fountain in otherworld garden.

F716.1.1. *Fountain has taste of wine.* (Cf. F718.3.) Irish myth: *Cross.

F716.2. *Spring with water lighter than wood and with scent of violets.* (Cf. F715.10.) Hdwb. d. Märchens s.v. "Glassarg".

F716.3. *Fountain hot or cold as desired.* Irish myth: Cross.
D251.0.1. Saint regulates temperature of waters.

F716.4. *Fountain jet which remains immovable.* Jewish: Moreno Esdras (F933.3).

F716.5. *Musical fountain in otherworld.* Irish myth: Cross.

F717. *Extraordinary pool.* Eskimo (Central): Boas RBAE VI 599.

F717.1. *Pool paved with gold.* Breton: Sébillot Incidents s.v. "or".

F717.2. *Poison pool.* Icelandic: Boberg.

F718. *Extraordinary well.* (Cf. D926.) Jewish: Neuman.

F718.1. *Well located under sea.* (Cf. F715.3.1.) Irish myth: *Cross; Jewish: Neuman.

F718.2. *Perfectly round well contains vari-colored water.* Irish myth: *Cross.

F718.3. *Well of wine.* (Cf. F716.1.1.) Irish myth: Cross.

F718.4. *Well water tastes like oil, wine, and honey.* Irish myth: *Cross.

F718.5. *Well shines at night.* Irish myth: Cross.

F718.6. Well overflow cannot be seen. Irish myth: Cross.

F718.7. Well flows full on Sunday. Irish myth: Cross.

F718.8. Extraordinary well of blood. India: Thompson-Balys.

F718.9. Glittering well. India: Thompson-Balys.

F718.10. Well in shape of a sieve-like rock, out of which water gushes forth (Cf. D926.) Jewish: Neuman.

F718.11. Well shoots up high as pillars, and discharges itself into navigable streams. (Cf. D926.) Jewish: Neuman.

F718.12. Origin of springs from broken coconut shell. (Cf. F715.1.1.) Tonga: Gifford 101.

F720. Submarine and subterranean world.

F764. Underground city.

F721. Subterranean world. See entire section F80—F109, Journey to lower world. Irish myth: Cross; German: Grimm No. 163; Breton: Sébillot Incidents s.v. "monde".

F127. Journey to underground animal kingdom. F325.1. Fairies kidnap boy when he breaks taboo by going outside mansion under earth before 12 years. F450. Underground spirits.

F721.1. Underground passages. Journey made through natural subways. "Fb "lóngang" II 515; Missouri French: Carrière; Finnish: Aarne FFC XXXIII 47 Nos. 89**, 98; Estonian: Aarne FFC XXV 136 No. 98; Gaster Oldest Stories 48.

F184.1.4. Magic horse travels on sea or land. D1533.2. Vehicle travels above and below ground. D213L. Magic underground journey. F92. Pit entrance to lower world. Entrance through pit, hole, spring, or cavern. F85.1. Path from grave to lower world. F715.3. Rivers with marvelous underground connections.

F721.1.1. Tunnel of crystal four miles long. Italian: Basile Pentamerone II No. 2.

F721.2. Habitable hill. "Type 870; "Fb "höj" I 740ab, "trold" III 852a; Winter Die deutsche Schatzsage 47; Hartland Science 170, 173, 177, 217; Hdwb. d. Aberg. I 1049f. s.v. "Berg"; Irish myth: "Cross"; English: Child I 363.

A151.1.1. Home of gods inside of hill. A571. Culture hero asleep in mountain. D1980.2. King asleep in mountain. E481.3. Abode of dead in mountain. E502. The Sleeping Army. F91.1. Slamming door on exit from mountain otherworld. F131. Otherworld in hollow mountain. F164. Habitable caves and mounds in otherworld. F211. Fairyland under hollow knoll. F460. Mountain spirits. F750. Extraordinary mountains and valleys. R45. Captivity in mound (cave, hollow hill).

F721.2.1. Habitable hill raised on four pillars. "Fb "höj" I 750a.

F721.2.2. Monster guards door of habitable hill. Chinese: Werner 183.

B11.6. Dragon guards bridge to otherworld. F150.2. Entrance to other world guarded by monsters (or animals). F152.0.1. Bridge to other-world guarded by animals.

F721.2.3. Sorcerer and books in mountain. Opens only for short periods. Chauvin V 142 No. 69 n. 1.

D1266. Magic book. D1731. Magician.

F721.3. Underground kingdom.

F721.3.1. King of underground kingdom. India: Thompson-Balys.

F721.3.2. *Underground kingdom reached in a box which was swallowed by a dragon and later released.* India: Thompson-Balys.

F721.4. *Underground treasure chambers.* *Type 676; *BP III 137; *Fb "höj" I 740a; Chauvin V 10 No. 7, 60 No. 19 and *passim*; Irish myth: *Cross; Chinese: Graham.

D1552. Mountains or rocks open and close. F752. Mountain of treasure. N4553. Secret formula for opening treasure mountain overheard from robbers (Open Sesame). N512. Treasure in underground chamber (cavern).

F721.5. *Subterranean castle.* *Fb "slot" III 376b; Spanish Exempla: Keller; Italian: Basile Pentamerone II No. 9, V No. 4; India: *Thompson-Balys.

F163.1. Castle in otherworld. F420.3.3. Water-spirits have kingdom under water. F771. Extraordinary castle. F771.2.5.4. Underwater castle with walls of gold and diamonds.

F721.5.1. *Underground palace full of jewels.* India: Thompson-Balys. F761. City of precious metals and stones. F771. Extraordinary castle (house, palace).

F725. *Submarine world.* See all references under F133, Submarine other-world. Ignatius Donnelly Atlantis: the Antediluvian World (New York, 1882); W. Scott-Elliott The Story of Atlantis, a Geographical, Historical and Ethnological Sketch (London, 1896); Spence The Problem of Atlantis (New York, 1925); E. M. Whishaw Atlantis in Andalucia (London, 1929); *Krappe Bulletin Hispanique XXXV (1933) 107ff.; Penzer VII 19f. — India: Thompson-Balys; Korean: Zong in-Sob 26; Tuamotu: Stimson MS (z-G 13/249, 441.); Maori: Clark 111; N. A. Indian: *Thompson Tales 343 n. 236a.

D950.0.2. Magic tree at bottom of lake. D93.0.2. Underwater entrance to lower world. F13. Submarine otherworld. F212. Fairyland under water. F420.2.1. Water-spirits have kingdom under water.

F725.1. *Steps to submarine world.* Tobler 76.

F725.2. *Submarine cities.* Chauvin V 7 No. 3; Penzer VI 212ff., VII 19f.; Irish myth: *Cross; India: Thompson-Balys; Cape Verde Islands: Parsons MAFLS XV (I) 215 No. 73.

F760. Extraordinary cities. F944. City sinks in the sea.

F725.3. *Submarine castle (palace).* (Cf. F771.) *Fb "slot" III 376b; Penzer VI 280; Welsh: MacCulloch Celtic 197; Breton: Sébillot Incidents s.v. "château"; Comault RTP III 103, Clouston Tales I 192ff.; Greek: Iliad XIII 22; India: *Thompson-Balys; Japanese: Anesaki 314.

F163.1. Castle in otherworld.

F725.3.1. *Submarine castle on a mountain.* Patch PMLA XXXIII 611 n. 32.

F725.3.2. *Castle under lake.* Irish myth: Cross.

F725.3.3. *Undersea house.* Chinese: Graham.

F725.3.4. *Splendid palace underneath tank.* India: Thompson-Balys.

F725.4. *Man lives under river.* Irish myth: *Cross; India: Thompson-Balys.

F725.5. *People live under sea.* Irish myth: *Cross.

F725.5.1. *Visit to people of village under lake.* India: Thompson-Balys.

F725.6. *Bell brought from monastery under water.* Irish myth: Cross. F133.3. Submarine monastery. F993. Sunken bell sounds.

F725.7. *Lovely garden under water, with marvelous tree.* India: Thompson-Balys.

F725.8. *World at bottom of pond.* German: Grimm No. 181.

F725.9. *World at bottom of well.* Germán: Grimm Nos. 24, 79.

F730. *Extraordinary islands.* Irish myth: *Cross; Icelandic: *Boberg.

A692. *Islands of the bluest.* D936. *Magic island.* E481.2.9.1. *Island of the dead.* F134. *Otherworld on island.* F561.1.6. *Sun does not shine on island of druidry.* J1761.1. *Whale thought to be island.*

F731. *Island covered with treasure.*

D1430. *Magic object furnishes treasure.*

F731.1. *Island covered with gold.* Breton: Sébillot Incidents s.v. "île"; India: Thompson-Balys, Penzer VII 15 n. 3, 16ff.

F731.2. *Crystalline island.* Arabian: Burton Nights S VII 234.

F731.3. *Island with rampart of gold and palisade of silver.* Irish myth: *Cross.

F731.4. *Stones of island are jewels.* Irish myth: Cross.

F731.5. *Island of amber (glass).* Krappe Speculum XVIII (1943) 303—322.

F731.6. *Island of pearls.* Jewish: Neuman.

F732. *Island of rare wood.*

F732.1. *Island of ebony.* Arabian: Burton Nights I 116.

F732.2. *Island of aloes.* *Chauvin VII 22 No. 373E n. 7.

F732.3. *Island of camphor.* *Chauvin VII 11 No. 373B n. 2; Penzer III 260 n. 1.

F733. *Fruitful island.* Irish myth: Cross.

F734. *Otherworld island grows foot yearly.* One tree added. Irish myth: Cross.

F735. *Island rises up in sea.* Fb "ø" III 1159b.

F735.0.1. *Island rises up in river.* Irish myth: Cross.

F548. *Island sinks in sea.*

F735.0.2. *Island rises once every seven years.* Irish myth: Cross.

F735.0.3. *Island appears only at certain times.* Irish myth: *Cross.

F736. *Island with extraordinary support.*

F736.1. *Island supported on four feet.* Irish myth: *Cross.

F736.1.1. *Island supported on seven feet.* Irish myth: Cross.

F736.2. *Otherworld island supported by pedestal.* Irish myth: Cross.

A641. *World-columns.* Four columns or supports sustain earth. F156.2. *Door to otherworld island in supporting pedestal.*

F737. *Wandering island.* Moves about at will and sometimes appears and disappears from sea. Irish myth: Cross; Icelandic: *Boberg; Greek: Fox 266 (Aeolia); Hawaii: Formander Collection IV 518, V 678, VI 2531, Bechwith Myth 71f.

A179.2. *God given dominion over floating island.* A955.12. *Old woman*

as guardian of floating islands of the gods. D1624.4. Magic island acts as canoe or boat. D1643.3. Magic island moves about as owner wishes. D2136.6. Island magically transported. F388.2. Fairies depart to floating island.

F738. *Flying island*. Floats in sky. (Cf. F755.3.) Hawaii: Fornander Collection IV 518, V 678, VI 253. Cf. Gulliver's Travels, third voyage.

F741. *Islands of extraordinary color*. Green, white, etc. Chauvin V 264 No. 154.

F742. *Magic invisibility of otherworld island*. (Cf. D1980.) Irish myth: Cross.

F743. *Island inhabited by only one species*.

F743.1. *Island inhabited only by birds*. Irish myth: *Cross.

F743.2. *Island inhabited only by sheep*. Irish myth: Cross.

F744. *Island surrounded by wall of fire; water prevents it from being consumed*. India: Thompson-Balys.

F745. *Island with nightly noise of drums*. *Chauvin VII 8 No. 373A n. 1.

F746. *No putrefaction on extraordinary island*. Hair and nails of dead grow. Irish myth: Cross.

D2167. Corpse magically saved from corruption.

F747. *Extraordinary island upon which no sinner can die (be buried)*. Irish myth: Cross.

F748. *Battle of islands*. Easter Island: Métraux Ethnology 389.

F750. *Extraordinary mountains and other land features*.

A151.1. Home of gods on high mountain. A571. Culture hero asleep in mountain (hollow hill). A671.3.2. Rugged, icy mountains in hell. A960. Creation of mountains (hills, rocks). A1185. Wings cut from flying mountains. In beginning mountains have wings. D932. Magic mountain. D1562. Mountains or rocks open and close. D2152.1. Magic leveling of mountain. E481.3. Abode of dead in mountain. F55. Mountain reaches to sky. F131. Otherworld in hollow mountain. F132. Otherworld on lofty mountain. F151.1.1. Perilous valley (glen). F211. Fairyland under hollow knoll (mountain). F721.2. Habitable hill.

F751. *Glass mountain*. *Fb "glarbjærg" I 459f, IV 180b, "heks" I 582, "jærnsko" II 63; *Types 400, 425, 451, 530; *BP I 233ff, III 111 n. 3; *Boberg Danske Studier (1928) 16—53; Hdwb. d. Märch. II 627; Köhler-Bolte I 444; *Patch PMLA XXXIII 610 n. 30, Harvard Studies and Notes V 159, 171 and n. 3.

F145.1. Glass mountain at border of otherworld. Mountain is extremely slippery. G232. Witch dwells on glass mountain. H331.1. Suitor contest: riding up glass mountain. H1114. Task: climbing glass mountain.

F752. *Mountain of treasure*. French Canadian: Barbeau JAFL XXIX 12; India: Thompson-Balys.

D1450. Magic object furnishes treasure. F721.4. Underground treasure chambers. N511.3.1. Treasure of mountain spirit.

F752.1. *Mountain of gold*. Type 569; BP I 475; Penzer IV 138; Cosquin Lorraine No. 1 and notes; Icelandic: Boberg; Buddhist: Malalasekera I 1052, Cowell Jātaka II 63, 270, 272, V 21, 221, 226.

F752.2. *Mountain of silver*. Type 569; BP I 474; Missouri French: Carrrière; Jewish: Neuman.

F752.2.1. *Silver not to be taken from mountain of silver on Sabbath*. Jewish: Neuman.

C631. Breaking the Sabbath forbidden.

F752.3. *Mountain formed of a jewel.* Patch PMLA XXXIII 607; Jacobs's list s.v. "Mountains of jewels".

F752.3.1. *Mountain formed of a pearl.* *Chauvin VII 38 No. 212B.

F752.3.2. *Mountain formed of diamond.* Hdw. d. Märch. s.v. "Diamantberg".

F753. *Mountain of fire.* (Cf. F702, F756.1, F763, F771.1.11, F785.3.) Chauvin VII 40 No. 153, 57 No. 77; Jewish: Neuman; Penzer III 227f., VIII 50f.

F754. *Magnetic mountain.* Pulls nails out of ships that approach it. *Chauvin V 202 No. 117, VII 86 No. 373bis n. 1; Basset RTP IX 377ff.; Jewish: *Neuman.
 F806. Lodestone draws ship to it.

F755. *Living mountain.* (Cf. F1006.)
 D2136.3. Mountain moved by prayer.

F755.1. *Speaking mountain.* Icelandic: Boberg; N. A. Indian (Northern Paiute): Lowie JAFL XXXVII 234 No. 13.
 M301.15. Mountain in human shape prophesies whole family's death.

F755.1.1. *Mountain laughs.* Africa (Bushango): Torday 251.

F755.2. *Singing mountain.* N. A. Indian (Creek): Alexander N. Am. 71.

F755.3. *Flying mountain.* (Cf. F738.) Hindu: Penzer VI 3 n. 1.

F755.4. *Growing mountain.* Grows concurrently with child reared upon it. Irish myth: *Cross.

F755.5. *Mountain has wife and children.* N. A. Indian (Northern Paiute): Lowie JAFL XXXVII 234 No. 13.

F755.6. *Moving mountain.* Jewish: Neuman.

F755.7. *Mountain fights for honor.* Jewish: Neuman.

F756. *Extraordinary valleys and plains.* Irish myth: Cross.

F756.1. *Valley of fire.* (Cf. F702, F753, F763, F771.1.11, F785.3.) Chauvin VII 57 No. 77.

F756.2. *Plain that is earthly paradise.* Malone PMLA XLIII 403; Irish myth: *Cross.
 F111. Journey to earthly paradise. F701. Land of plenty.

F756.2.1. *Extraordinary valley which gives the illusion of earthly paradise.* (The Old Man of the Mountain.) Italian Novella: Rotunda.

F756.2.2. *Fertile valleys created by deity's stamping down mountains.* Tonga: Gifford 18.

F756.3. *Plain of wonders.* Irish myth: Cross.
 H1288. Quest to Plain of Wonders.

F756.4. *Glen of witchcraft.* Irish myth: *Cross.
 A671.2.4.5. Fiery glens in hell.

F756.5. *Extraordinary glen: mysterious shouting heard.* Irish myth: Cross.
 F966. Voices from heaven (or from the air).

F756.5.1. *Valley full of dreadful monsters.* Irish myth: Cross.

F756.5.2. *Perilous glen*. Irish myth: *Cross.

F757. *Extraordinary cave*. Jewish: *Neuman; India: Thompson-Balys; Africa (Zulu): Callaway 197.

F757.1. *Golden cave*. Cowell Jātaka Index s.v. "Golden".

F757.1.1. *Cave of gold, silver and crystal*. German: Grimm No. 202.

F757.2. *Wind continually blows from cave*. Irish myth: Cross.
A1122. *Cave of winds*.

F759. *Extraordinary mountains and valleys—miscellaneous*.

F759.1. *Mountain with marvelous objects at top*. *Hdwb. d. Märch. s.v. "Berg".
D932. *Magic mountain*.

F759.2. *Hollow mountain*. Irish myth: *Cross.
F131. *Otherworld in hollow mountain*.

F759.3. *Hill on which snow always melts*. Icelandic: Boberg.
F974. *Grass refuses to grow in certain spot. Extraordinary event has happened there*.

F759.4. *Perfumed mountain*. Easter Island: Métraux Ethnology 369.

F759.5. *Mountain of ice*. French Canadian: Sister Marie Ursule.

F759.6. *Mountain of thorns*. French Canadian: Sister Marie Ursule.

F759.7. *Rocky mountain*. French Canadian: Sister Marie Ursule.

F759.8. *Mountain of seven lights*. French Canadian: Sister Marie Ursule.

F760. *Extraordinary cities*. Krappe Bulletin Hispanique XXXIII (1931) 97ff.; Irish myth: *Cross.
D1628. *City populated by wooden automata*. F725.2. *Submarine cities*.

F761. *City of precious metals and stones*. Jewish: Neuman.

F761.1. *City of gold*. (Cf. F771.1.1.) Penzer II 171—238 passim, VI 130, VII 49; Irish myth: *Cross.

F761.1.1. *City with hundred palaces and gardens; in one everything is of gold, in another, silver, etc*. India: Thompson-Balys.
A661.1.2. *Saint sees vision of three cities in heaven: city of gold, of silver, of glass*.

F761.2. *City of brass*. Chauvin V 33 No. 16; Burton Nights IV 176, VI 83ff., 101ff., VII 49.

F761.3. *City of onyx*. Chauvin V 27 No. 13.

F761.4. *City of jewels*. Penzer II 175 n. 2.

F761.4.1. *City of emerald*. India: Thompson-Balys.

F761.5. *City paved with precious seeds*.

F761.5.1. *City paved with seeds of gold*. Irish myth: Cross.

F761.5.2. *City paved with seeds of silver*. Irish myth: Cross.

F761.5.3. *City paved with seeds of brass*. Irish myth: Cross.

F762. *City of extraordinary color*.

F762.1. *Green city.* Burton Nights II 283.

F763. *City of fire.* (Cf. F702, F753, F756.1, F771.1.11, F785.3.) Chauvin VII 57 No. 77.

F764. *Underground city.* India: Thompson-Balys.
F720. Submarine and subterranean world.

F765. *City inside a tree.* (Cf. F811.) Penzer VI 130; Hdwb. d. Märch. I 207a n. 12.
F771.2.2. Castle in tree-top. G304.3.1. Troll's castle.

F766. *Deserted city.* Inhabitants have been devoured. *M. Bloomfield in Penzer VII xxv; Irish myth: *Cross; India: *Thompson-Balys; Africa (Zanzibar): Bateman 127 No. 7.
F771.4.3. Abandoned castle.

F767. *Inaccessible city.* Chauvin V 33 No. 16; Jewish: Neuman.

F767.1. *Heathen city surrounded by a yellow river, furious and impas-sable.* Irish myth: Cross.
F141.1.1. Perilous river as barrier to otherworld.

F767.2. *City protected by red-hot iron floor around it.* India: Thompson-Balys.

F767.3. *City inaccessible to death.* Jewish: *Neuman.

F768. *City of extraordinary people.*

F768.1. *City of petrified people.* Chauvin V 2 No. 2, 4 No. 443; India: Thompson-Balys.
D231. Transformation: man to stone.

F768.2. *City of enchanted people.* Apparently dead. Chauvin V 34 No. 16; Kittredge Gawain 238, 246; India: Thompson-Balys.
D5. Enchanted person. F771.4.4. Castle in which everyone is asleep.

F768.3. *Village of one-legged people.* (Cf. F517.0.1.) Africa (Upoto): Einstein 128.

F769. *Other extraordinary cities.*

F769.1. *Town where everything is sold at one price.* India: *Thompson-Balys.
F707.3. Kingdom where everything is of diamond.

F769.2. *Cities of sin.* Jewish: *Neuman.

F769.3. *City of elephants.* Africa: Stanley 305ff.

F770. *Extraordinary buildings and furnishings.* Irish: *Cross, O'Suilleabhan 771, Beal XXI 322.
F169.2. Walls of crystal in otherworld. X1033. The great building.

F771. *Extraordinary castle (house, palace).* Irish myth: *Cross; Icelandic: *Boberg; India: Thompson-Balys.
D6. Enchanted castle (building). D1131. Magic castle. D1457.1. Magic castle (palace) provides treasure. D1645.3. Magic castle shines from afar. F163.1. Castle in otherworld. F721.3. Subterranean castle. F725.3. Submarine castle (palace).

F771.1. *Castle of unusual material.*
H1343. Quest for castle of jewels.

F771.1.1. *Golden castle (palace, house).* *Köhler-Bolte I 412; *Fb "slot" III 376b, 377a, "guldslot" I 515a. — Icelandic: MacCulloch Eddic 329; Snorra Edda Gylf. LII, *Boberg, Hdwb. d. Märch. I 431a nn. 28—34; Breton: Sébillot Incidents s.v. "or"; French Canadian: Barbeau JAFL XXIX 12; Persian: Carnoy 335; India: Thompson-Balys; Hindu: Tawney II 568.

F163.1.2. *Golden castle in otherworld.* F163.3.1. *House of gold and crystal in otherworld.* F761.1. *City of gold.*

F771.1.1.1. *Castle paved with gold and gems.* Hartland Science 174; Irish myth: Cross.

F771.1.1.2. *Palace of gold and silver bricks.* Africa: Basset Contes populaires d'Afrique 133f. No. 52, (Nubia); Rochemonteix Quelques Contes Nubiens (Cairo, 1888) 48ff. No. 4, 55ff. No. 5, (Swahili); Steere 13ff.; Chinese: Graham.

F771.1.2. *Silver castle.* Köhler-Bolte I 412; *Fb "slot" III 377a; Persian: Carnoy 335.

F771.1.3. *Copper castle.* Köhler-Bolte I 412; *Fb "slot" III 377a. F163.5.3. *Fortress of bronze in otherworld.*

F771.1.4. *Steel castle (house).* Persian: Carnoy 335.

F771.1.5. *Palace of jewels.* (Cf. F721.5.1.) Penzer VI 111; Buddhist myth: Malalasekera I 159.

F771.1.5.1. *Diamond castle.* Breton: Sébillot s.v. "diamants".

F771.1.5.2. *House of sapphire.* Africa (Zanzibar): Bateman 127 No. 7.

F771.1.5.3. *House of turquoise.* Africa (Zanzibar): Bateman 127 No. 7.

F771.1.5.4. *Underwater castle with walls of gold and diamonds.* India: Thompson-Balys.
F721.5. *Subterranean castle.*

F771.1.6. *Crystal castle.* Patch PMLA XXXIII 610 n. 30; Irish myth: *Cross; Breton: Sébillot Incidents s.v. "château", "cristal"; Persian: Carnoy 335.

F163.3.1. *House of gold and crystal in otherworld.* F169.2. *Walls of crystal in otherworld.*

F771.1.6.1. *Castle with glass wall.* Irish myth: *Cross; India: Thompson-Balys.

F771.1.6.2. *Glass house.* Irish myth: *Cross.

F771.1.7. *Palace of ice.* Patch PMLA XXXIII 608 n. 23.

F771.1.8. *Castle of wax, shining like gold.* *Fb "slot" III 377a.

F771.1.9. *House of skulls.* Murderer's abode. Type 756B; Andrejev FFC LXIX 86.

F771.1.10. *Gingerbread house.* House made of cake. *Type 327; BP I 115; *Fb "pandekage", "hus" IV 229b.
G412. Ogre's gingerbread house lures child.

F771.1.11. *Castle of fire.* (Cf. F702, F753, F756.1, F763, F785.3.) Chauvin VII 57 No. 77.

F771.2. *Castle (house) with extraordinary support.*

F771.2.1. *Castle in the air.* Icelandic: Boberg; India: Thompson-Balys, Penzer II 110f.
 G162. Giant lives in a castle in the air. H1133.2. Task: building castle in air.

F771.2.1.1. *Castle suspended on four chains.* *Fb "slot" III 377a, "Røde Hav"; Breton: Sébillot Incidents s.v. "château", "chaine".

F771.2.1.2. *Castle carried through air by four eagles.* French Canadian: Barbeau JAFL XXIX 12.
 F982.1. Eagles carry castle in air.

F771.2.2. *Castle in tree-top.* *Fb "slot" III 377a; Hindu: Tawney I 229.
 F765. City inside a tree. F811.10. Tree in which people live in nests.

F771.2.3. *Giants uphold castle.* Chauvin V 72 No. 21. — Breton: Sébillot Incidents s.v. "château", "géant".
 F531. Giant.

F771.2.4. *Castle built on sea.* Breton: Sébillot Incidents s.v. "château", "mer"; India: Thompson-Balys; Philippine: Fansler MAFLS XII 183.

F771.2.4.1. *Palace surrounded by rivers of wine, rose-water and honey.* Spanish Exempla: Keller.

F771.2.5. *Castle stands on a pillar (pillars).* Fb "guldpaæle" I 514b. — Icelandic: Boberg; Hindu: Meyer Hindu 98 n.

F771.2.6. *Revolving castle.* *Brown Iwain 76 n. 2; *Fb "slot" III 377a; Irish myth: *Cross.
 D1381.23. Magic spell causes fortress to revolve, preventing entrance.
 D2136.2.1. Mosque turns round in order to face in the true direction of Mecca after prayers of two saints. F163.1.1. Revolving castle in other-world.

F771.2.6.1. *Circular house rotating on cock's claw.* *Halliday in Penzer VII xx; Köhler-Bolte I 405; *Solymossy Ethnographia XL (1929) 133ff.

F771.2.6.2. *Castle revolving at night so that entrance cannot be found.* *Kittredge Gawain 245 n. 1; Schoeppele II 325f.; Irish myth: *Cross.

F771.2.7. *Castle on serpents.* Icelandic: *Boberg.

F771.3. *Extraordinary location of castle.*

F771.3.1. *Castle at world's end.* *Fb "slot" III 376b, "Røde Hav", "tårn".

F771.3.2. *Castle east of sun and west of moon.* *Fb "slot" III 376b.

F771.3.3. *Most eastern castle in world.* *Fb "slot" III 376b.

F771.3.4. *Castle at middle point of earth.* Fb "verden" III 1039a.

F771.3.5. *Underground house.* Icelandic: *Boberg.

F771.3.5.1. *House inside mountain.* India: Thompson-Balys.

F771.3.6. *Castle rises from the ground.* India: Thompson-Balys.

F771.3.7. *Palace at bottom of water tank.* India: Thompson-Balys.

F771.4. *Inhabitants of extraordinary castle.*

F771.4.1. *Castle inhabited by ogres.* *Types 304, 545A; Irish myth: Cross; Breton: Sébillot Incidents s.v. "château"; India: *Thompson-Balys.
 G111. Giant ogres possess castle. G304.3.1. Troll's castle.

F771.4.2. *Cat castle.* Castle occupied by cats (enchanted women). *Type 566; Fb "slot" III 377a; Icelandic: *Boberg; French and N. A. Indian: Thompson CColl II 400f.
 D825.1. Magic object received from cat-woman.

F771.4.2.1. *Castle (house) infested by demon cats.* (Cf. H1411.2.)

F771.4.3. *Abandoned castle.* Has no inhabitants when hero enters. *Fb "slot" III 377a; Type 425; *Tegethoff 168; Irish myth: *Cross; English: Wells 134 (Sir Degare); Icelandic: *Boberg; Breton: Sébillot Incidents s.v. "château"; India: Thompson-Balys.
 CT66. Deserted city.

F771.4.4. *Castle in which everyone is asleep.* Type 304; BP II 503; Fb "sove" III 472a.
 F766.2. City of enchanted people.

F771.4.5. *Castle (house) haunted by demons.* Irish myth: Cross.

F771.4.6. *Castle in which inhabitants have been turned to stone.* German: Grimm No. 62.

F771.4.7. *Castle inhabited by enchanted princess.* German: Grimm Nos. 92, 137.

F771.5. *Extraordinary guard for castle.* Irish myth: Cross.

F771.5.1. *Castle guarded by beasts.* Breton: Sébillot Incidents s.v. "château"; Missouri French: Carrière; Jewish: Neuman; India: Thompson-Balys.
 BT61. Animal as guard of person or house.

F771.5.2. *Castle guarded by giants (ogres).* Breton: Sébillot Incidents s.v. "château".
 GI60. Giant ogre.

F771.5.3. *Serpent-hall.* Icelandic: Snorra Edda Gylf. LII.

F771.6. *Phantom house: disappears at dawn.* Irish myth: *Cross; Icelandic: Boberg.
 F221.1. Fairy house disappears at dawn. H1411. Fear test: staying in haunted house.

F771.7. *Palace surrounded by rivers of wine, rosewater, and honey.* Chauvin V 41 No. 388; India: Thompson-Balys.
 FI62.2.2. Rivers of wine in otherworld. FI62.2.3. Rivers of honey in otherworld. FI15.2. River of extraordinary fluid. F715.2.4. River of honey.

F771.8. *Castle of extraordinary size.* Icelandic: Boberg; Buddhist myth: Malalasekera II 349, 529, 915.

F771.9. *Road runs through house (banqueting-hall).* Irish myth: *Cross.

F771.10. *Castle shall stand when everything else has departed* (Gimle and Brimir). Icelandic: Snorra Edda Gylf. XVII, LII, Boberg.

F771.11. *Seven rooms in ascetic's house:* in one, human heads; in another, horses; in third, dogs; in fourth, pots; in fifth, pile of men's arms; in sixth, a kitchen; in seventh, ascetic lives. India: Thompson-Balys.

F771.12. *Building at bottom of which flows stream of rubies.* India: Thompson-Balys.

F771.13. *Castle warmed by love.* No fire is required because love makes perpetual summer. Neilson Court of Love 28.

F772. *Extraordinary tower.* Irish myth: Cross.

F772.1. *Tower of Babel:* remarkably tall tower designed to reach sky. Arabian: Basset 1001 Contes I 179; Frazer Old Testament I 362ff., Jewish: *Neuman; India: *Thompson-Balys.

A963.8. Hill as unfinished tower built in the likeness of Nimrod's tower. A1333. Confusion of tongues. C771.1. Tabu: building too high a tower (*Tower of Babel*).

F772.1.1. *Year taken to mount high tower.* Jewish: *Neuman.

F772.1.2. *Tower reaches moon.* Africa: Stanley 121.

F772.2. *Metal tower.*

F772.2.1. *Brazen tower.* Liebrecht Zur Volkskunde 89f.

M372. Confinement in tower to avoid fulfillment of prophecy. R41.2. Captivity in tower. T381. Imprisoned virgin to prevent knowledge of men.

F772.2.2. *Towers of steel, silver and gold.* Jacobs's list s.v. "Towers".

F772.2.3. *Golden tower under sea.* Irish myth: Cross.

F772.2.4. *Tower of glass; melts in sun.* French Canadian: Sister Marie Ursule.

F772.2.4.1. *Tower of glass in midst of sea.* Irish myth: *Cross.

F772.2.5. *Dolorous Tower.* Irish myth: Cross.

F772.2.6. *Flying tower.* Jewish: Neuman.

F773. *Remarkable church (chapel, temple).* Irish: O'Suilleabhan 27, Beal XXI 308; Jewish: Neuman. F163.2. Church (chapel) in otherworld.

F773.1. *Green chapel.* Cave in green mound. Irish myth: *Cross; English: Sir Gawayne and the Green Knight.

F773.2. *Golden temple.* Jewish: Neuman; India: Thompson-Balys.

F773.3. *Temple of jewels.* Jewish: Neuman.

F774. *Extraordinary pillars.*

F774.1. *Pillars of precious stones.* Patch PMLA XXXIII 626 n. 87. F169.1. Pillars of silver and glass in other world.

F774.1.1. *Crystal column.* India: Thompson-Balys.

F774.2. *Burning pillar reaching heaven.* Patch PMLA XXXIII 626 n. 87.

F774.2.1. *Pillar of fire.* (Cf. F962.2.2, F964.0.1.) Jewish: Neuman.

F774.3. *Musical pillar* (Cf. A661.0.2.1.) Patch PMLA XXXIII 626 n. 87; Irish myth: *Cross. F811.6. Tree with musical branches.

F775. *Extraordinary tent.* Icelandic: Boberg.

F776. *Extraordinary gate.*

F776.1. *Gate as high as heavens and huge as a mountain.* Malone PMLA XLIII 403.

F776.1.1. Palace gate so big it can only be opened by twelve buffaloes. India: Thompson-Balys.

F776.2. Perilous falling gate. Cuts horse in two as rider goes through it. Brown Iwain 14 and passim; Irish myth: *Cross; Icelandic: Boberg.
 F91.1. Slamming door on exit from mountain otherworld. F152.2. Slamming drawbridge to otherworld. F642.1. Perilous trap bridge.

F766.3. Palace with seven gates, one within the other. India: Thompson-Balys.

F781. Extraordinary rooms.
 D1141. Magic room. F165.3.1. Chamber with crystal ceiling in otherworld; cf. F420.2.1, F451.4.3.4.

F781.1. Labyrinth. Series of rooms so confusing that one cannot find the way out. Icelandic: Boberg; Greek: Frazer Apollodorus II 120 n. 1; Jewish: Neuman.
 B23.1. Minotaur.

F781.2. Extraordinary number of rooms. Icelandic: *Boberg.

F781.2.1. 540 rooms in Bilskilnir. Icelandic: Corpus Poeticum Boreale 1 75, Boberg.

F782. Extraordinary doors and windows.
 D1146. Magic door. F81.1. Slamming door on exit from mountain otherworld.

F782.1. Windows and doors for every day in year. 365 windows and doors in castle or church. Fb "ár" III 1195b; Scotch: Campbell II 426 No. 51. According to Baedeker's Guidebook to Great Britain, said to be true of Salisbury Cathedral.
 Z72. Formulas based on the year.

F782.1.1. One door for each world quarter. Icelandic: Boberg.

F782.2. Door of precious stones. Fb "port" II 863a.

F782.3. Seven-fold doors to room. Italian: Basile Pentamerone III No. 1.

F782.4. Extraordinary lock and key (made of bones). India: Thompson-Balys.

F782.5. Doors of fire. Jewish: Neuman.

F782.6. Revolving door of tent. Jewish: Neuman.

F783. Extraordinary carpet.

F783.1. Giant carpet. Sixty miles square. Jewish: bin Gorion Born Judas² III 37.
 D1155. Magic carpet.

F784. Extraordinary table.

F784.1. Golden table. Jewish: bin Gorion Born Judas² I 217, 375, *Neuman.

F785. Extraordinary throne.
 D1156. Magic throne.

F785.1. Solomon's golden throne. Thirty-three steps high. Golden animals on all sides and on steps. *Gaster Exempla 209 No. 115, Jewish: *Neuman.

F785.2. *Nimrod's multiple throne.* Seven thrones on top of one another. Stone, cedar, iron, copper, silver, gold, precious stones. Gaster Exempla 185 No. 2; Jewish: *Neuman.

F785.3. *Throne of fire.* (Cf. F702, F756.1, F763, F771.1.11.) Chauvin VII 57 No. 77, Jewish: Neuman.

F786. *Extraordinary chair.*

F786.1. *Chairs of gold and silver.* Scottish: Campbell-McKay No. 1 and Note 5.

F787. *Extraordinary bed.*

F787.1. *Extraordinary bed woven with spider's webs.* India: Thompson-Balys.

F787.2. *Golden bed.* Jewish: Neuman.

F787.3. *Ivory bed.* Jewish: Neuman.

F787.4. *Bed made from man's tooth.* Jewish: Neuman.

F788. *Remarkable bier.*

F788.1. *Remarkable jeweled bier.* Jewish: Neuman.

F789. *Extraordinary buildings and furnishings—miscellaneous.*

F789.1. *Seven forts—river, iron, mud, cow-dung, brick, stone, wood.* India: Thompson-Balys.

F789.2. *Remarkable candlestick.*

F789.2.1. *Jeweled candlestick.* Jewish: Neuman.

F789.3. *Remarkable curtain.*

F789.3.1. *Jeweled curtain.* Jewish: Neuman.

F790. *Extraordinary sky and weather phenomena.*

F791. *Rising and falling sky.* Sky rises and falls at horizon, giving periodic access to the other world. Buriat: Holmberg Siberian 308; N. A. Indian: *Thompson Tales 275 n. 15a, Hatt Asiatic Influences 78ff.
 A702. Nature of the sky. D1553. Symplegades. Rocks that clash together at intervals. F140. Bounds of the otherworld.

F791.1. *Sky lowers on people.* Eskimo (Bering Strait): Nelson RBAE XVIII 495.

F792. *Artificial heavens.* Placed on pillars of iron. Seven heavens. (1) glass, sun, moon, stars, (2) iron with lake in it, (3) tin with precious stones rolling about (thunder), (4) lead, (5) copper, (6) silver, (7) gold. Gaster Exempla 186 No. 4; Jewish: *Neuman.

F793. *Artificial paradise and hell.*

F793.1. *Gold moon, sun, star.* Fb "guldmåne" I 514.

F793.2. Moonmakers make new moon.

F795. *Extraordinary cloud.*

F795.1. *Clouds take form of letters.* Jewish: Neuman.

F796. *Dragon seen in sky.* Irish myth: Cross.
B114.1. Flying dragon.

F797. *Fire from heaven kills people.* Irish myth: Cross.

F800. *Extraordinary rocks and stones.* (Cf. D931, D1553, D1641.2.) Irish myth: Cross.
A970. Origin of rocks and stones. H251.2. Magic stone detects perjury.

F801. *Weeping rocks.* RTP V 157.
F994.2. Chariots, stones, weapons join in keen at hero's death.

F801.1. *Weeping hills.* India: Thompson-Balys.

F802. *Growing rocks.* RTP X 28.
A975.1. Why stones no longer grow. J1889. Objects supposed to be born, grow, and die. J2212.7. Boat taken to graze in order to grow.

F802.1. *Big rocks grow from little rocks.* England, U.S.: *Baughman.

F803. *Musical rock in fairyland.* Irish myth: *Cross.
D931. Magic rock (stone). F774.3. Musical pillar.

F804. *Floating rock (stone).* Irish myth: *Cross.

F805. *Golden stone.* Icelandic: Boberg; Philippine (Tinguian): Cole 43.

F806. *Magnetic stone.* Buddhist myth: Malalasekera II 1055.

F806.1. *Lodestone draws ship to it.* Breton: Sébillot Incidents s.v. "aimant".
F754. Magnetic mountain.

F807. *Rock of extraordinary color.*

F807.1. *Crimson rock.* Spanish: Boggs FFC XC 47 No. 325A*.

F808. *Extraordinary cliff: thin as a hair, sharp as a blade, slippery as an eel's tail, high as a mast.* Irish myth: Cross.

F809. *Other extraordinary stones.*

F809.1. *Stones cannot be counted.* England, Wales: *Baughman.

F809.2. *Hollow stone fits any person who lies in it.* Wales: Baughman.

F809.3. *Magic crop- and rain-producing stone.* England: Baughman.

F809.4. *Bleeding rock.* Jewish: Neuman.

F809.4.1. *Men disappear at revolving bleeding rock.* Eskimo (Greenland): Rink 467.

F809.5. *Traveling stones.* (Cf. D1431.) Philippine (Tinguian): Cole 179.

F809.6. *Stones of fire.* Jewish: Neuman.

F809.6.1. *Stones burn.* Africa (Baholoholo): Einstein 216.

F809.6.2. *Mysterious characters engraved upon rock of fire.* Jewish: Neuman.

F809.7. *Transparent stone.* Jewish: Neuman.

F809.8. *Stones as guardian of town.* Philippine (Tinguian): Cole 179.

F809.9. *Stones can be rolled up like a scroll.* Jewish: Neuman.

F810. Extraordinary trees, plants, fruit, etc. Toldo Studien zur vgl. Litgsch. VIII 48ff.; Irish: *Cross, Beal XXI 322, O'Suilleabhan 57; India: Thompson-Balys.

D1312.3. Speaking grass gives advice. F765. City inside a tree. G112. Giant's fields fertile; others arid. H1333. Quest for extraordinary plants (fruits, trees).

F811. Extraordinary tree. Irish myth: *Cross; India: *Thompson-Balys. A1029.1. Marvelous trees survive deluge. D482. Transformation: stretching tree. D960. Magic tree. D1610.2. Speaking tree. F54. Tree to upper world. H1333.1. Quest for marvelous tree.

F811.1. Trees of extraordinary material. India: Thompson-Balys.

F811.1.1. Golden tree. Köhler-Bolte I 412; Fb "guldskov" I 515a, "guld-tyr" I 515b; Irish myth: Cross; Icelandic: Boberg; Jewish: Neuman; India: *Thompson-Balys, Penzer IV 128.

G354.1.1. Demon in shape of serpent guards forest where treasure tree grows.

F811.1.2. Silver tree. Köhler-Bolte I 412; Patch PMLA XXXIII 624 n. 82; Irish myth: *Cross; India: *Thompson-Balys.

F811.1.3. Copper tree. Köhler-Bolte I 412; Fb "kobberskov" II 244.

F811.1.4. Tree of fire. (Cf. F785.3. and other references there given). Chauvin VII 56 No. 77.

F811.1.5. Tree of camphor. *Chauvin VII 11 No. 373B n. 2.

F732.3. Island of camphor.

F811.1.6. Glass (crystal) tree in otherworld. Irish myth: *Cross.

F811.1.7. Tree with silver trunk, gold branches, emerald leaves, pearls for fruits. India: Thompson-Balys.

F811.1.8. Diamond tree. India: Thompson-Balys.

F811.1.9. Iron tree. India: Thompson-Balys.

D1564.2. Magic hair cuts down iron tree.

F811.1.10. Tree of cakes. India: Thompson-Balys.

F811.2. Tree with extraordinary leaves.

F811.2.1. Tree with metal leaves. Breton: Sébillot Incidents s.v. "arbres".

F811.2.1.1. Tree with brass leaves. Fb "messing" II 582b.

F811.2.1.2. Tree with golden leaves. Fb "træ" III 867a; Irish myth: Cross; Icelandic: MacCulloch Eddic 333, Boberg, Hdwb. d. Märch. I 431a n. 35; Italian: Basile Pentamerone V No. 4; India: *Thompson-Balys.

F811.2.2. Tree with leaves of jewels. Penzer IV 128; Patch PMLA XXXIII 625 n. 83; India: *Thompson-Balys; Japanese: Anesaki 242.

F811.2.3. Tree with gigantic leaves. Irish myth: Cross; India: Thompson-Balys.

F811.2.3.1. Tree with coiling leaves three thousand miles high with golden cock on top. Patch PMLA XXXIII 625 n. 83.

F162.1.2.4. Tree half green and half in flame in otherworld garden.

F811.3. Tree of extraordinary color. Irish myth: *Cross.

F811.3.1. Purple tree. Patch PMLA XXXIII 624 n. 82; Irish myth: *Cross.

F811.3.2. White mango tree. Buddhist myth: Malalasekera I 448.

F811.3.3. *Crimson tree*. Jewish: Neuman.

F811.4. *Extraordinary location of tree*. Irish myth: *Cross.

F811.4.1. *Tree in midocean*. Patch PMLA XXXIII 625 n. 85; Irish myth: *Cross.

F811.4.2. *Tree under sea*. Irish myth: *Cross.

F811.4.3. *Tree in the midst of king's hall*. Icelandic: *Boberg.

F811.5. *Food-producing trees*.

F811.5.1. *Food-dropping trees*. *Loomis White Magic 87; Irish myth: *Cross.

F811.5.2. *Wood which distills wine*. *Loomis White Magic 124.

F811.5.3. *Fish-producing tree*. Hawaii: Beckwith Myth 520; S. A. Indian (Chaco): Métraux BBAE CXLIII (1) 369.

F811.6. *Tree with musical branches*. Irish myth: *Cross.
 D954. Magic bough. D1359.3.1.2. Magic musical branch soothes listeners.
 D1815.2. Magic musical branch. F774.3. Musical pillar.

F811.7. *Tree with extraordinary fruit*.

F811.7.1. *Tree bearing all fruits*. Hdwb. d. Märch. I 207a n. 18; Irish myth: Cross; S. A. Indian (Ackawoi): Alexander Lat. Am. 269.

F811.7.1.1. *Tree bearing several fruits*. (Cf. F811.18.) Irish myth: *Cross.

F811.7.1.2. *Tree bearing variety of fruits*. Irish myth: *Cross.

F811.7.2. *Tree bearing unwonted fruit (flowers)*.

F811.7.2.1. *Temple cedars bear fruit*. Jewish: Neuman.

F811.7.2.2. *Marvelous oranges grow upon tree limbs which are sharp knives*. Philippine (Tinguian): Cole 102.

F811.7.2.3. *Cherry tree has lotos-flowers*. Chinese: Eberhard FFC CXX 240 No. 186.

F811.8. *Tree with fruits like human heads*. Attached by hair. Chauvin VII 56 No. 77.

F811.9. *Trees with green birds hanging by claws*. Chauvin VII 56 No. 77.

F811.10. *Tree in which people live in nests*. Patch PMLA XXXIII 625 n. 85.
 F771.2.2. Castle in tree-top.

F811.10.1. *Hollow tree as residence for hero*. Hdwb. d. Märch. I 206b n. 7; India: Thompson-Balys.
 F562.2. Residence in a tree. N711.1. King (prince) finds maiden in woods (tree) and marries her. R311. Tree refuge.

F811.11. *Trees disappear at sunset*. English: Wells 104 (Alexander and Dindimus).

F811.12. *Trees grow and "ungrow" each day*. (Cf. F817.1.) Chauvin VII 83 No. 373bis n. 2.
 D621. Daily transformation.

F811.13. *Tree blooms and grows ripe fruit nightly*. (Cf. F815.1, F971.7.) Hdwb. d. Märch. I 207b n. 2; Jewish: Neuman.

F811.13.1. Extraordinary tree blossoms, bears fruit, matures seeds, seeds sprout and grow, even while one watches. India: Thompson-Balys.

F811.14. Giant tree: nuts fall scores of miles away, etc. Irish myth: *Cross; Japanese: Anesaki 339; Marquesas: Handy 70; Africa (Upoto): Einstein 120.

F811.14.1. Tree so large that it darkens whole world. India: *Thompson-Balys.

F811.15. Upside-down tree. Branches in ground, roots in air. Africa (Bambara): Travéle 205ff, No. 66.
X952. Topsy-turvy land.

F811.16. Tree bears fruit, flower, and leaf simultaneously. All drop at once. Irish myth: *Cross.

F811.17. Tree with extraordinary buds.

F811.17.1. Tree with crystal buds. Irish myth: Cross.

F811.18. Tree bears fruit three times yearly. (Cf. F811.7.1.1.) Irish myth: *Cross.

F811.18.1. Tree bears fruit monthly. Irish myth: Cross.

F811.19. Tree grows miraculously fast from seed. India: Thompson-Balys.
F54.2. Plant grows to sky. F815.2. Extraordinary grain.

F811.20. Bleeding tree. Blood drops when tree is cut. *Loomis White Magic 124.

F811.21. Marvelous tree (trees) of extraordinary age. Irish myth: *Cross; Jewish: *Neuman; Buddhist myth: Malalasekera I 870.

F811.22. Extraordinary firewood, of elephant tusks. India: Thompson-Balys.

F811.23. Extraordinary flower-bearing tree in middle of seven forts. India: Thompson-Balys.

F811.24. Man-eating tree. (Cf. G10.) Jewish: Neuman.

F812. Extraordinary forest. India: Thompson-Balys.
D941. Magic forest.

F812.1. Forest of straight and tall trees. Each tree straight as an arrow and higher than earthly man ever saw. Patch PMLA XXXIII 625 n. 83.

F812.2. Wood of sixty trees nourishing three hundred men apiece. Patch PMLA 624 n. 82.

F812.3. Forest of Dangers (Wonders). Irish myth: *Cross.

F812.4. Speaking forest. (Cf. D1610.2.) Icelandic: Boberg.

F812.5. Forest where unseen sword cuts off heads of those trying to escape. India: Thompson-Balys.

F812.6. Special flavor of wood from certain forest. Jewish: Neuman.

F812.7. Boards of wood from certain forest endure forever. Jewish: Neuman.

F812.8. Wood which cannot be consumed by fire. Jewish: Neuman.

F813. Extraordinary fruits. Irish myth: Cross.
D981. Magic fruit. D1619.3. Fruits that laugh or cry.

F813.0.1. Fruits containing jewels. Penzer VI 166, 232, 236ff.; India: *Thompson-Balys.

F813.0.2. Golden fruits. India: Thompson-Balys.

F813.0.3. Extraordinarily large fruit. Jewish: *Neuman.

F813.0.4. Fruits always sweet. Jewish: Neuman.

F813.1. Extraordinary apple. Irish myth: *Cross.
D981.1. Magic apple. H31.6. Recognition by unique ability to break iron apple with first stone cast. H434.1. Apple as chastity index. H1333.3.1. Quest for marvelous apple.

F813.1.1. Golden apple. Type 502; BP III 111; *Cox Cinderella 494; "Fb "æble" III 1135b, "guldæble" I 515b, 516a, "træ" III 867a, "frugtræ" I 376b. — Irish myth: *Cross; English: Child I 364f.; French Canadian: Barbeau JAFL XXIX 10; Missouri French: Carrière; Icelandic: Boberg; Italian Novella: Rotunda; Greek: Frazer Apollodorus I 400 n. 1, Fox 87; Jewish: Neuman; India: Thompson-Balys.
C712.4. Golden apple thrown to remind merman's wife not to forget to return to him. D1520.4. Magic transportation by golden apple. H318. Suitor test: apple thrown indicates princess's choice. (Often golden apple.) H1151.1. Task: stealing golden apples. H1506.1. Golden apple as prize in beauty contest.

F813.1.2. Silver apple. Fb "træ" III 867a, "frugtræ" I 376b, "æble" III 1135b; Italian Novella: Rotunda.

F813.1.3. Copper apple. Fb "æble" III 1135b; Italian Novella: Rotunda.

F813.1.4. Brass apple. Fb "messing" II 582b; Irish: O'Suilleabhairn 50, Beal XXI 318.

F813.2. Extraordinary grapes. Jewish: *Neuman.

F813.2.1. Clusters of diamond and emerald grapes. Chauvin VI 110 No. 274.
D981.8. Magic grape.

F813.2.2. Gigantic grapes. Irish myth: Cross.

F813.3. Extraordinary nut. Irish myth: *Cross.
D985. Magic nut.

F813.3.1. Golden nut. Fb "guldnød" I 514; Icelandic: Boberg; Philippine (Tinguian): Cole 38.

F813.3.2. Gigantic nut. Irish myth: Cross.

F813.3.3. Nuts yield purple juice. Irish myth: Cross.

F813.3.4. Silk handkerchief concealed in a nut. India: Thompson-Balys.
F821.2. Dress so fine that it goes into a nutshell.

F813.4. Silver pear. Hdwb. d. Märch. I 256a n. 9.

F813.5. Extraordinary gourd.

F813.5.1. Gourds with seven rooms in each. India: Thompson-Balys.

F813.6. Extraordinary banana.

F813.6.1. *Banana large as tooth of elephant.* Africa (Baholoholo): Einstein 217.

F813.7. *Extraordinary fig.*

F813.7.1. *Fig magically preserved.* Jewish: Neuman.

F813.7.2. *Fig from paradise.* Jewish: Neuman.

F813.8. *Extraordinary pomegranate.*

F813.8.1. *Golden pomegranates.* Jewish: Neuman.

F813.8.2. *Giant pomegranate rind holds 13 men.* Jewish: Neuman.

F814. *Extraordinary flower.* Irish myth: *Cross; Jewish: *Neuman; India: Thompson-Balys.

F814.1. *Gigantic flower.* Irish myth: Cross.

F814.2. *Talking flowers.* India: *Thompson-Balys.

F814.3. *Flower only to be found at midnight.* India: Thompson-Balys.

F814.4. *Golden flowers.* India: Thompson-Balys; Buddhist myth: Malalasekera II 891.

F814.4.1. *Golden lotus.* India: Thompson-Balys.

F814.5. *Flower visible only to blind man.* India: Thompson-Balys.

F814.6. *Flowers (lotus) of gold float on a river of milk.* (Cf. F715.2.3.) India: Thompson-Balys.

F815. *Extraordinary plants.* Jewish: *Neuman.
B95. Vegetable lamb. D965. Magic plant.

F815.1. *Vegetables (plants) which mature in miraculously short time.* (Cf. F811.13.) Irish myth: *Cross; Spanish Exempla: Keller; Jewish: *Neuman; Chinese: Eberhard FFC CXX 35.
D2157.2. Magic quick growth of crops. F971.7. Sowing and reaping same day.

F815.2. *Extraordinary grain.* Irish myth: Cross.

F815.2.1. *Extraordinary amount of liquor pressed from single grain.* Irish myth: *Cross.

F815.3. *Crops grow without sweat or weariness in paradise.* Irish myth: *Cross.

F815.4. *Extraordinary rice producing million-fold and ripening overnight.* (Cf. F815.1.) India: *Thompson-Balys.

F815.4.1. *Rice, the scent of which is smelled for miles around.* India: Thompson-Balys.

F815.5. *Extraordinary seed.* Jewish: Neuman; India: Thompson-Balys; Marquesas: Handy 40.

F815.6. *Prolific grain.* Produces enormously. Jewish: *Neuman.

F815.6.1. *Taro planted in sacred spot inexhaustible prolific.* Hawaii: Beckwith Myth 288.

F815.7. *Extraordinary vine.* (Cf. F813.2.)

F815.7.1. *Extraordinary vine bears 926 varieties of fruit.* Jewish: Neuman.

F815.7.2. *Gigantic vine.* Jewish: Neuman.

F815.7.3. *Vines smile when a leaf is cut from them.* Philippine (Tinguian): Cole 163.

F816. *Extraordinary vegetables.*
B55. Vegetable lamb. D983. Magic vegetable. X1401. The great vegetable.

F816.1. *Cucumber two feet long.* India: Thompson-Balys.
H1047. Task; bringing melon twelve cubits long with seed thirteen cubits long.

F816.2. *Enormous kava plant.* Tonga: Gifford 123, 158.

F817. *Extraordinary grass.*

F817.1. *Growing and un-growing grass.* Produces one pod daily till the fifteenth of the month; thereafter one pod shrinks each day. (Cf. F811.12.) Chinese: Ferguson 33.

F817.2. *Grass grows anew every night.* Jewish: Neuman.

F817.3. *Herbs serve as perfume.* Jewish: *Neuman.

F817.4. *Grass covered with gold dust.* Jewish: Neuman.

F818. *Extraordinary garden.* India: Thompson-Balys.

F818.1. *Marvelous garden with gold and silver flowers, bees.* India: Thompson-Balys.
D961. Magic garden. F162.1. Garden in otherworld.

F818.2. *Five demons keepers of marvelous garden and palace.* India: Thompson-Balys.

F820. *Extraordinary clothing and ornaments.*
D1050. Magic clothes. D1070. Magic ornaments. F555.3.1. Nude woman clothed in own hair.

F821. *Extraordinary dress (clothes, robe, etc.)*

F821.1. *Dress of extraordinary material.*

F821.1.1. *Golden clothes.* Fb "guldklædning"; India: Thompson-Balys; Chinese: Graham.

F821.1.2. *Brass clothes.* Fb "messing" II 582b.

F821.1.3. *Dress of raw fur.* Cat-fur, mouse-fur, or other undressed fur.
*Type 510B; BP II 45ff.; Köhler-Bolte I 420; Icelandic: Boberg.

F821.1.3.1. *Bearskin. Man dressed in bear hide.* Type 361; Hdwb. d. Märch. I 169a s.v. "Bärenhäuter"; Icelandic: Boberg.

F821.1.3.2. *Cloak made from fur of all animals in realm.* German: Grimm No. 65.

F821.1.4. *Wooden coat.* *Type 510B; BP II 45ff; Liungman Jordkulani 90; Breton: Sébillot Incidents s.v. "bois"; India: Thompson-Balys.

F821.1.5. *Dress of gold, silver, color of sun, moon and stars.* *Type 510B; *BP II 45ff.; *Eisler Weltenmantel und Himmelszelt I 1ff.; Fb "måne"

II 660a, "klaeder" IV 267b; Saintyves Perrault 152ff., 202ff.; Breton: Sébillot Incidents s.v. "étoiles", "robe".

F813.3.4. Silk handkerchief concealed in a nut. H355.6. Suitor test: to get wedding dress so fine that it will go through ring.

F821.1.6. Dress of feathers. Chinese: Eberhard FFC CXX 248 No. 192.

F821.2. Dress so fine that it goes in nutshell. Köhler-Bolte I 420; English: Child I 260 and note, 271.

F821.2.1. Coat so light it can be concealed in closed palms of hand. Jewish: *Neuman.

F821.3. Dress with gold, silver, and diamond bells. Köhler-Bolte Zs. f. Vksk. VI 60 and Köhler to Gonzenbach No. 2.

F821.4. Extraordinarily beautiful mantle. None surpasses it. Irish myth: *Cross.

F821.5. Extraordinary long turban. India: Thompson-Balys.

F821.6. Glorified white garments. Moreno Esdras.

D1608.1. White garment automatically clothes nude person.

F821.7. Clothes of light (worn by Adam and Eve). Jewish: *Neuman.

F821.8. Clothes which do not wear out. *Loomis White Magic 88.

F821.9. Garments grow with man wearing them. Jewish: Neuman.

F821.10. Garments emitting aromatic perfume. Jewish: *Neuman.

F821.11. Clothes remain ever new. Jewish: Neuman.

F822. Extraordinary handkerchief.

F822.1. Handkerchief color of sun, moon, and stars. Cape Verde Islands: Parsons MAFLS XV (1) 111 No. 39, 278 No. 91, 281 No. 92.

F823. Extraordinary shoes. *Cox Cinderella 506; Irish myth: *Cross. D1065.2. Magic shoes.

F823.1. Golden shoes. *Type 510; *Cox Cinderella 506; *Fb "guldsko" I 515a; Jewish: Neuman.

F823.2. Glass shoes. Type 510; Cox Cinderella 506; Missouri French: Carrière.

H36.1. Slipper test. Identification by fitting of slipper.

F823.3. Shoes of rat-skin. India: Thompson-Balys.

F823.4. Silver shoes. Chinese: Eberhard FFC CXX 230f.

F824. Extraordinary armor. (Cf. F839.2.) Icelandic: *Boberg; Jewish: Neuman.

F884.1. Horse sewed in buffalo-hides.

F824.1. Men in air-tight armor. Penzer II 299.

F824.2. Extraordinarily painted shield. Herrmann Saxo II 288; Icelandic: *Boberg.

D40.1. Transformation to likeness of the person whose shield one carries. D1101.1. Magic shield. H1199.4. Task: engraving shield with unique pattern.

F825. *Extraordinary ring.* Icelandic: Herrmann Saxo II 160—61, *Boberg.

F826. *Extraordinary jewels.*
 D1071. Magic jewel. D1454.1.2. Jewels from hair. D1454.4.2. Jewels from tears. D1467.2. Rubies found in whirlpool in sea. D1545.1. Incandescent jewel.

F826.1. *Animals with jeweled ornaments.* Malone PMLA XLIII 401, 413.

F826.2. *Ambergris made from bitumen eaten by fish.* *Chauvin VII 25 No. 373F n. 1.

F826.3. *Diamond does not break when struck with sledge hammer; penetrates iron instead.* India: Thompson-Balys.

F826.4. *Sapphire so large two tables of law hewn out of it.* Jewish: Neuman.

F827. *Extraordinary ornaments.*

F827.1. *Live-bird earrings.* N. A. Indian (Menomini): Skinner JAFL XXVII 98.
 F825.1. Winking club. Head of a club is like a bird's head; its eyes wink.

F827.2. *Live head-dress.* N. A. Indian: Thompson Tales 337 n. 214.

F827.3. *Ornaments of snakes, hornets, scorpions, dirt, and a toad.* India: Thompson-Balys.

F827.4. *Necklace made of human eyes.* India: Thompson-Balys.

F827.5. *Golden comb.* India: Thompson-Balys.

F827.6. *Extraordinary bracelets.* Jewish: Neuman.

F828. *Extraordinary crown.* Jewish: *Neuman.

F828.1. *Jeweled crown suspended in air over king's head.* Jewish: Neuman..

F828.2. *Crown of fire.* Jewish: *Neuman.

F829. *Extraordinary clothing and ornaments—miscellaneous.*

F829.1. *Rainbow as loincloth.* Hawaii: Beckwith Myth 508.

F829.2. *Girdle made of a climbing-vine.* Tuamotu: Stimson MS (z-G. 3/1174).

F829.3. *Extraordinary belt.* Icelandic: *Boberg.

F830. *Extraordinary weapons.* Irish myth: *Cross.
 D1080. Magic weapons. F994.2. Chariots, stones, weapons join in keen at hero's death.

F830.1. *Silver weapon.* Icelandic: Boberg.

F831. *Extraordinary arrow.* India: Thompson-Balys.
 D1082. Magic arrow. F1066. Arrow shot to heaven returns bloody.

F831.1. *Invisible arrow.* Visible to only one person. N. A. Indian:
 *Thompson Tales 356 n. 287b.
 D1080. Magic invisibility.

F831.2. *Arrows of fire.* Chauvin VI 106 No. 270; Irish myth: *Cross; Icelandic: *Boberg; India: Thompson-Balys.

F831.3. *Poisoned arrows.* (Cf. F833.6.) Icelandic: *Boberg; India: Thompson-Balys.

F831.4. *Arrow shot at bull returns against shooter.* Irish myth: Cross. D1602.6. Self-returning spear.

F831.5. *Extraordinarily heavy arrow.* India: Thompson-Balys.

F832. *Extraordinary lance.* Icelandic: *Boberg.
F981.1. Bleeding lance.

F832.1. *Barbed lance.* Causes one wound on entering and nine on retiring. Welsh, Irish: MacCulloch Celtic 200; Icelandic: *Boberg.

F832.1.1. *Gae bulga.* Barbed lance which cannot be withdrawn. (Cf. A1459.1.4.) Irish myth: *Cross.

F832.2. *Extraordinarily big lance.* Icelandic: *Boberg.

F833. *Extraordinary sword.* Irish myth: *Cross; Icelandic: *Boberg; Jewish: Neuman.
D1081. Magic sword. F1087. Hero's marvelous sword falls and cuts off hand of enemy.

F833.1. *Sword so heavy that hero must take drink of strength before swinging it.* Fb "sværd" III 690b.
D1335.2. Magic strength-giving drink. D1654.4. Immovable weapon. D2035. Magic heaviness. E411.0.3. Horse unable to draw evil dead man. F610.7. Strong man is so heavy that no horse can carry him all day. F610.8. Strong man so heavy that only his own horse can carry him. F611.3.3. Strong hero tests weapons. F835.2. Iron club so heavy that five men hardy can lift it. H1558.8.1. Sword too heavy to lift against a friend.

F833.1.1. *Sword so heavy that only its owner can lift it.* Icelandic: Boberg.

F833.2. *Sword of Damocles.* Sword hung on thin thread immediately above person. *BP I 366; *Pauli (ed. Bolte) No. 735a; Olrik Sakses Oldhistorie II (1894) 256; Icelandic: Boberg.
F451.5.4.2. Dwarfs suspend large millstone on thin thread over head of mortal. H1510. Tests of power to survive.

F833.3. *Sword extraordinarily bright, sharp.* Herrmann Saxo 306 n. 2; Irish myth: Cross; Icelandic: *Boberg.

F833.3.1. *Sword as mirror.* Icelandic: Boberg.

F833.4. *Fiery sword.* Irish myth: *Cross; Jewish: Neuman.
D2196. Saint causes fiery sword to come between enemy king and queen.

F833.4.1. *Sword shines as fire or as the sun.* Icelandic: Boberg.

F833.5. *Sword cuts everything.* Icelandic: *Boberg.

F833.5.1. *Sword cuts cloth etc. as well as steel and stone.* Icelandic: Boberg.

F833.6. *Sword with poisoned edge.* (Cf. F831.3.) Icelandic: *Boberg.

F833.7. *Sword with image of wolf or serpent.* Icelandic: *Boberg.

F833.8. *Gigantic sword.* Sword eight elbow-lengths long and two spans broad. Irish myth: Cross; Icelandic: Boberg.

F833.9. *Disappearing sword.* *Loomis White Magic 51.

F833.10. *Sword with God's name engraved upon it.* (Cf. D1766.7.2.) Jewish: Neuman.

F833.11. *'Miraculous sword of Angel of Death.* Jewish: Neuman.

F834. *Extraordinary spear.*

F834.1. *Remarkably hot spear must be kept in bath of blood (poison).* Irish myth: *Cross.

F834.1.1. *Spear of fire (thrown by God).* Jewish: Neuman.

F834.2. *Spear so broad that its owner by swinging it puts the light out.* Icelandic: PMLA XLVI 1002, Boberg.

F834.3. *Extraordinary gleaming spear.* Irish myth: Cross.

F834.4. *All-conquering spear.* Hawaii: Beckwith Myth 395.

F834.5. *Remarkable spear used to dam stream.* Hawaii: Beckwith Myth 418.

F834.6. *Remarkable spear used as a windbreak.* Hawaii: Beckwith Myth 418.

F834.7. *Warrior seeks combat when his spear consents.* Tuamotu: Stimson MS (Z-G. 13/48).

F835. *Extraordinary club.* (Cf. F531.4.5.4.) Irish myth: *Cross; Hawaii: Beckwith Myth 204.

F835.1. *Winking club.* Head of a club is like a bird's head; its eyes wink. N. A. Indian: *Thompson Tales 336 n. 214.
D1004. Magic cudgel (club). F827.1. Live-bird earrings.

F835.2. *Remarkably large club.*

F835.2.1. *Iron club so heavy that five men can hardly lift it.* Icelandic: Boberg.
D1654.4. Immovable weapon, F833.1.2. Sword so heavy that only its owner can lift it. H1558.8.1. Sword too heavy to lift against a friend.

F835.2.2. *Club takes 4,000 men to carry it.* Hawaii: Beckwith Myth 419.

F836. *Extraordinary bow.*

F836.0.1. *Remarkable bowstring.* Tuamotu: Stimson MS (z-G 13/127).

F836.1. *Bow of gold, silver, and copper.* Finnish: Kalevala rune 10.

F836.2. *Hornbows.* Icelandic: *Boberg.

F836.3. *Extraordinarily large bow.* Icelandic: Boberg; India: Thompson-Balys.

F836.3.1. *Bow can be strung only by one thousand men.* Buddhist myth: Malalasekera II 596.

F836.4. *Tiny bow shoots through muskox hide.* Eskimo (Mackenzie Area): Jenness 88.

F836.5. *Crossbow goes bird hunting, shows mercy to first bird, which pleads for its life.* Africa (Pangwe): Tessman 372.

F837. *Extraordinary battle-axe* Icelandic: *Boberg.

F837.1. Extraordinarily keen stone axe. Hawaii: Beckwith Myth 395.

F838. Extraordinary knife. Icelandic: *Boberg.

F838.1. Extraordinarily sharp knife. Icelandic: *Boberg.

F838.2. Knife with handle half gold and half silver. Icelandic: *Boberg.

F839. Other extraordinary weapons.

F839.1. Gnawed bone as weapon. Icelandic: *Boberg.
P203. Game with ancestors' bones.

F839.2. Extraordinary shield. (Cf. F824.) Irish myth: Cross.

F839.2.1. Gigantic shield. Irish myth: *Cross.

F839.2.1.1. Shield concealing one hundred men. India: Thompson-Balys.

F839.2.2. Edge of shield sharp enough to cut hair on water. Irish myth: Cross.

F839.3. Cain slays Abel with bone of a camel. (Cf. A1336.) Irish myth: Cross.

F839.3.1. Cain slain with an apple. Irish myth: Cross.

F839.4. Human head as weapon. Irish myth: *Cross.

F839.5. Ball made of human brains as weapon. Irish myth: *Cross.

F839.6. Betelnut as weapon to strike off man's head. India: Thompson-Balys.

F839.7. Wooden lizard used to kill evil spirits. Easter Island: Métraux Ethnology 370.

F840. Other extraordinary objects and places.

H1332.1. Quest for golden fleece. H1332.2. Quest for vulture's egg figured with golden letters.

F841. Extraordinary boat (ship). Irish myth: Cross; Icelandic: *Boberg.
D1123. Magic ship. D1533.1.1. Magic land and water ship. N781. Hero embarks in rudderless boat.

F841.1. Ship of extraordinary material.

F841.1.1. Stone boat (ship). Fb "sten" III 552a, "skib" III 242b; Irish: Cross, O'Suilleabhair 88, Beal XXI 329; India: Thompson-Balys; N. A. Indian (Ojibwa): Schoolcraft Hiawatha 223.
D1121. Magic boat. F531.4.8. Giant has stone as boat.

F841.1.2. Bronze boat. Irish myth: *Cross.
F242.2.2. Fairy boat of bronze.

F841.1.3. Mahogany ship. Breton: Sébillot Incidents s.v. "ajacou".

F841.1.4. Boat made of nutshells. Breton: Sébillot Incidents s.v. "coques", "noix".

F841.1.4.1. Canoe made from coconut. Marquesas: Handy 46, 91, Beck-with Myth 484.

F841.1.5. Ship Naglfar. Made of parings of fingernails of the dead. "Gaster Germania XXVI (1881) 204; Icelandic: De la Saussaye 351, Olrik Ragnarök (tr. Ranisch) 72f., 74 n. 1, Boberg.
F531.8.7.1.2. Giants' ship (Naglfar).

F841.1.6. *Ship brass within, steel without.* English: Child III 340, 344, 349, IV 504.

F841.1.7. *Ship with gold nails.* English: Child IV 379ff., V 276.

F841.1.8. *Golden boat with copper rudder.* Finnish: Kalevala rune 10.

F841.1.9. *Silver boat.* *Loomis White Magic 91; Irish myth: *Cross.

F841.1.10. *Gold ship.* Danish: Kristensen Danske Sagn III (1895) 460ff., (1931) 316ff.

F841.1.10.1. *Boat looks like gold.* Icelandic: Boberg.

F841.1.11. *Boat made of a tree trunk.* Icelandic: Boberg.

F841.1.12. *Boat from gourd.* India: Thompson-Balys.

F841.1.13. *Iron boat.* Icelandic: Boberg.

F841.1.14. *Glass ship.* Africa: Weeks Jungle 43.
F169.3. *Ship of glass in otherworld.* F242.2.1. *Glass boat for fairy.*

F841.2. *Extraordinary equipment of ship.* Icelandic: *Boberg.

F841.2.1. *Gold (silver) mast.* Fb "mast" II 564.

F841.2.2. *Feather used as mast.* *Fb "hone" I 750b.

F841.2.3. *Silver oar.* Breton: Sébillot Incidents s.v. "avirons".
D1124. *Magic oar.*

F841.2.4. *Golden oar.* Irish myth: Cross.

F841.2.5. *Bronze sail.* Irish myth: Cross.

F841.2.6. *Tin sail.* Irish myth: Cross.

F841.2.7. *Marvelous paddle sends canoe enormous distance with each stroke.* Hawaii: Beckwith Myth 447.

F841.3. *Extraordinary ship—miscellaneous.*

F841.3.1. *Winged ship.* Hindu: Keith 31.
D1118. *Magic airships.*

F841.3.2. *Ship on wheels.* (Cf. D1553.1.1.) Icelandic: *Boberg.

F841.3.3. *Enormous canoe.* Hawaii: Beckwith Myth 420; Easter Island: Métraux Ethnology 62, 85.

F842. *Extraordinary bridge.* Irish myth: *Cross.
B846. *Monkeys construct a bridge across the ocean.* D1258. *Magic bridge.*

F842.1. *Extraordinary material of bridge.*

F842.1.1. *Crystal (glass) bridge.* Patch PMLA XXXIII 610 n. 30; Chauvin V 41 No. 388.
F152.1.4. *Glass bridge to otherworld.*

F842.1.2. *Ice bridge.* Patch PMLA XXXIII 610 n. 30.

F842.1.3. *Bridge of apples.* Scotch: Campbell Tales I 297.

F842.1.4. *Golden bridge.* Icelandic: Herrmann Saxo II 587, MacCulloch Eddic 130, *Boberg.

F842.1.5. *Bridge of straw.* German: Grimm No. 18.

F842.2. *Extraordinary bridge—miscellaneous.*

F842.2.1. *Perilous trap bridge.* High in center. One end rises when one steps on it and throws him backwards. Type 516; Rösch FFC LXXVII 125; *Brown Iwain 75; *Ogle MLN XXXV 129ff.; Irish: MacCulloch Celtic 143, *CROSS.

F842.2.1.1. *Bridge to land of dead.* F91.1. Slamming door on exit from mountain otherworld. F152.1. Slamming bridge to otherworld. H13.2.1. Recognition by overheard conversation with bridge. H1510. Tests of power to survive. K1000. Deception into self-injury.

F842.2.1.1.1. *Perilous trap-gate.* India: Thompson-Balys.

F842.2.2. *Bridge which falls when mounted.* Irish myth: *Cross.

F842.2.3. *Extraordinary span of bridge.*

F842.2.3.1. *Bridge of boats across sea.* Saxo (ed. Elton) 145; Irish myth: Cross; Greek: Aeschylus Prometheus Bound line 720.

F842.2.3.2. *Under-water bridge.* Irish myth: *Cross.

F842.2.4. *Under-water causeway (to otherworld).* (Cf. F93.) Irish myth: *Cross.

F843. *Extraordinary rope.* Missouri French: Carrière.

F843.1. *Rope made of person's hair.* Köhler-Bolte I 542f.; English: Child V 482 s.v. "hair".

F555. Remarkable hair.

F844. *Extraordinary nail.* (Cf. F841.1.7.) Icelandic: Boberg.

F846. *Extraordinary bed.*

F846.1. *Perilous bed.* Irish myth: *Cross.

F846.2. *Golden bed.* India: Thompson-Balys.

F847. *Extraordinary web (of guts).* Icelandic: Boberg.

F848. *Extraordinary ladder (stair).*

F848.1. *Girl's long hair as ladder into tower.* Rapunzel. *Type 310; BP I 99; Fb "hår" IV 241b; Jacobs' list s.v. "Ladder of hair"; Italian: Basile Pentamerone II Nos. 1, 7.

F555. Remarkable hair. R70. Behavior of captives. R121. Means of rescue from prison.

F848.2. *Ladder of fingers (toes).* *Köhler-Bolte I 170f.

F848.3. *Ladder of bones.* (Usually bones are stuck in side of steep and slippery mountain.) *Köhler-Bolte I 171. — N. A. Indian (Plains Cree): Thompson Tales 141.

H1114. Task: climbing glass mountain.

F848.4. *Ladder of fire.* Jewish: Neuman.

F848.5. *Staircase of glass.* *Roberts 178.

F851. *Extraordinary food.* India: Thompson-Balys.

F969.22. Animals eat extraordinary food.

F852. *Extraordinary coffin.* Jewish: *Neuman.

F852.1. *Glass coffin.* Type 709; BP I 450ff., III 261; *Böklen Sneewittchenstudien 113.
 D2185. Magician carries woman in glass coffin.

F852.1.1. *Series of glass coffins.* (Cf. F852.4.) Italian: Basile Pentamerone II No. 8.

F852.2. *Golden coffin.* Type 709; *Böklen Sneewittchenstudien 115. — English: Child I 506, II 358ff., 362, 366, IV 471, V 224 (gold and silver).

F852.3. *Silver coffin.* Type 709; *Böklen Sneewittchenstudien 115.

F852.4. *Series of enclosed coffins.* Coffins of gold, silver, copper, iron, lead, and wood, each inside the other. (Cf. F852.1.1.) German: Zaunert Westfälische Sagen (Jena, 1927) 12, 15, 141, Lachmann Überlinger Sagen (Konstanz, 1909) 48 No. 16.

F855. *Extraordinary image.*

F855.1. *Image with pointing finger.* Inscription says, "Dig here." Treasure etc. found when directions are followed. Oesterley Gesta Romanae rum No. 107; Herbert III 191.

F855.2. *Statues animated by water or wind.* *Chauvin VI 53 No. 218.
 D1620. Magic automata.

F855.3. *Gold (silver) statue of animal.* Jewish: Neuman; Icelandic: Boberg.

F855.3.1. *Peacocks of gold.* Penzer III 57.

F855.3.2. *Dogs of gold and silver.* Penzer IX 9 n. 1.

F855.3.3. *Golden dove.* Jewish: Neuman.

F855.4. *Image takes thousand men to carry it.* Jewish: Neuman.

F856. *Extraordinary loom.*

F856.1. *Loom made of woman's breasts with vagina as shuttle.* India: Thompson-Balys.

F857. *Extraordinary broom (besom).*

F857.1. *Golden besom (broom).* India: Thompson-Balys.

F858. *Golden plow.* Danish: Kristensen Danske Sagn III (1931) 317.

F861. *Extraordinary wagon (cart, carriage, etc.)* Icelandic: Boberg.
 D1110. Magic conveyances, F994.2. Chariots, stones, weapons join in keen at hero's death.

F861.1. *Golden wagon (chariot).* Greek: Grote I 147.

F861.1.1. *Golden wagon drawn by moles.* Fb "guldvogn" I 515b; Danish: Kristensen Danske Sagn III (1895) 461ff., (1931) 317ff.

F861.1.2. *Golden wagon drawn by four golden elephants.* Italian: Basile Pentamerone II No. 5.

F861.2. *Winged chariot.* Type 575; Irish myth: Cross; Greek: Frazer Apollodorus II 157 n. 3.
 D1118. Magic airships.

F861.2.1. *Flying carts.* Have winged framework. Chinese: Werner 391.
 A136.2.1. God's chariot goes through the air.

F861.2.2. *Scythed chariot.* Irish myth: *Cross.

F861.3. *Wagon of jewels.* Italian: Basile Pentamerone V No. 4; Jewish: *Neuman.

F861.3.1. *Cart of lapis lazuli and gold with golden wheels.* Babylonian: Gilgamesch-Epos VI 10.

F861.4. *Carriage from extraordinary material.*

F861.4.1. *Carriage made from turnip.* German: Grimm No. 63.

F861.4.2. *Wagon made from nutshell, drawn by duck.* German: Grimm No. 10.

F861.4.3. *Carriage from pumpkin.* Type 510 (Perrault's version).

F861.4.4. *Chariots of fire.* Jewish: *Neuman.

F862. *Extraordinary horseshoe.*

F241.1.4. Fairies' horses have round shoes.

F862.1. *Golden horseshoe.* *Fb "guldsko" I 515a, "guldsmed" I 515a, "hestesko" IV 213b; Icelandic: Boberg; English: Child V 483 s.v. "horse" (silver before and gold behind).

F863. *Extraordinary chain.* Missouri French: Carrière.

D1251. Magic chain (iron).

F863.1. *Unbreakable chain.* Breton: Sébillot Incidents s.v. "chaîne".

F863.2. *Chains of fire.* Jewish: Neuman.

F864. *Extraordinary fetter.*

F864.1. *Fetter for Fenris wolf.* Made of sound caused by the footfall of cats, beards of women, roots of mountains, sinews of bears, breath of fish, and spittle of birds. Icelandic: Boberg.

A1071. Fettered monster.

F864.2. *Fetter for Loki.* Icelandic: *Boberg.

F865. *Extraordinary pavement.*

F865.1. *Pavement of pearl.* Fb "perle" II 807b.

F866. *Extraordinary cup.*

D1317.18. Magic drinking horn gives warning.

F866.1. *Cup of three hundred colors.* Hartland Science 155.
D1171.6. Magic cup.

F866.2. *Gigantic cup.* Irish myth: Cross.
F281. Extraordinarily large vessels.

F866.2.1. *Gigantic drinking horn.* Icelandic: Boberg.

F866.3. *Golden cup.* Icelandic: *Boberg; Danish: Kristensen Danske Sagn III (1931) 316ff.

F866.3.1. *Golden drinking horn.* Danish: Kristensen Danske Sagn III (1931) 317.

F866.4. *Cup made of skulls.* Icelandic: *Boberg; Jewish: Neuman.
M396. Prophecy: strength to be gained when milk is drunk from hero's skull. Q491.5. Skull used as drinking cup.

F866.5. Cup of *Gam's* egg shell. (Cf. B31.2.) Icelandic: Boberg.

F866.6. Extraordinarily costly drinking horn. Icelandic: *Boberg.

F866.7. Extraordinary container used for fluids.

F866.7.1. Hood holds wine as drinking horn. *Loomis White Magic 129.

F866.7.2. Saint able to carry fluid (water, wine, or oil) in broken container, bottomless jar, etc. *Loomis White Magic 48.

F866.7.2.1. Boy Jesus carries water in his cloak when water bottle is broken. *Loomis White Magic 41.

F867. Extraordinary reel.

F867.1. Golden reel. *Fb "guldhaspe" I 513.

F868. Extraordinary saddle.

D1209.2. Magic saddle.

F868.1. Golden saddle. Fb "guldsadel" I 514b; Icelandic: Boberg.

F871. Sampo. One side flour mill; one, salt mill; one, mill for coining money. Finnish: Kalevala rune 10.
 F531.5.10.2. Giant maidens grind gold, peace, soldiers, salt, etc. on large stone mill. ("Grotti"). F451.5.1.5.1. Dwarf king turns mill which produces gold.

F872. Extraordinary bath. Irish myth: *Cross.
 D1788. Magic results from bathing. T861. Infant bathed in milk.

F872.1. Bath of milk. Type 507A; Irish myth: *Cross; Breton: Sébillot Incidents s.v. "bain".
 D1515.3. Bath in milk of white, hornless cows as antidote for poison. E80.1.1. Resuscitation by bathing in milk.

F872.2. Bath of boiling oil. Irish myth: *Cross; Breton: Sébillot Incidents s.v. "bain"; India: *Thompson-Balys.

F872.3. Bath of blood. (Cf. F955.1.) Irish myth: *Cross; India: *Thompson-Balys.
 D1500.1.9.4. Bath in blood of king as remedy. F259.2. Fairies freed from disgrace by bathing in blood of enemy.

F872.3.1. Bath of blood of dragons, lions, adders, etc. Irish myth: Cross.

F872.4. Bath of marrow. Irish myth: Cross.

F872.5. Bath of molten lead (iron). Irish myth: Cross.

F872.5.1. Bath of fire. Jewish: *Neuman.

F872.6. Bath which makes one insensible for three days. India: Thompson-Balys.

F872.7. Bath of balsam. (Cf. F162.2.5.) Jewish: Neuman.

F873. Extraordinary army.

B268.1. Army of apes. B268.2. Cavalry of dogs.

F873.0.1. Battle rage. Makes army unconquerable. Irish myth: *Cross.
 A525.6. Culture hero, when angry, subject to contortions. F1041.16.6. Men go mad in battle. F1041.16.6. Extraordinary physical reactions of angry warriors in battle. F1044. Furious battle.

F873.1. *Troops of black, white, and red soldiers.* One-third of an army of each. Wesselski Märchen 199.
Z65. Color formulas.

F873.2. *Enormous army camp.* Jewish: Neuman.

F874. *Horse's head for extraordinary use.* Irish myth: Cross; Icelandic: Boberg.

F874.1. *Horse's head nailed over gate (door).* *Fb "hestehoved" I 602.

F874.2. *Horse's forehead as golden chair.* Fb "hestepande" I 603.

F874.2.1. *Horse's skull used as pillow.* German: Grimm No. 71.

F875. *Iron bands around heart to keep it from breaking.* When master is disenchanted, bands around heart of faithful servant snap one by one. *Type 440; *BP I 1ff.; Icelandic: *Boberg.
F1041.1. Death from broken heart. P361. Faithful servant.

F876. *Golden spinning-wheel.* Hdwb. d. Märch. II 136 nn. 77—119.

F877. *Extraordinary threads.*

F877.1. *Gold (silver, copper) thread.* Hdwb. d. Märch. II 147 nn. 359—367.

F878. *Egg used as shinny ball.* N. A. Indian (California): Gayton and Newman 74.

F881. *Extraordinary vessel.*

F881.1. *Extraordinarily large vessel.* Irish myth: Cross.
F886.2. *Gigantic cup.*

F881.1.1. *Gigantic cauldron.* Irish myth: *Cross.
F531.4.9. Giant's huge kettle (Hymf's, etc.).

F881.1.2. *Gigantic ladle.* Irish myth: Cross.

F881.2. *Vessel of human bones.* Jewish: *Neuman.

F882. *Extraordinary fire.* Irish myth: *Cross.
D1271. Magic fire. F962.2. Fire from heaven. F1041.16.6.3. Fiery columns rise in front of angry warrior.

F882.1. *Extraordinary funeral pyre.* India: Thompson-Balys.

F882.2. *Multicolored fires.* Jewish: Neuman.

F883. *Extraordinary writings (book, letter).* Irish myth: Cross; Icelandic: *Boberg.
D1266. Magic book. V246.0.1. Angel leaves letter (book) with instructions for saint.

F883.1. *Extraordinary book.* Icelandic: Boberg.

F883.1.1. *Book of glass.* Irish myth: *Cross.

F883.1.2. *Book written with black fire on white fire (in God's lap).* Jewish: *Neuman.

F883.1.3. *Words of Decalogue legible on both sides.* Jewish: Neuman.

F883.1.4. *Books unscathed by water and fire.* Jewish: *Neuman.

F883.1.5. *Book made of sapphires.* Jewish: *Neuman.

F883.1.6. *Heavenly books.* Jewish: *Neuman.

F883.2. *Extraordinary letter (written on human skin).* India: Thompson-Balys.

F883.2.1. *Letter shot into sky.* India: Thompson-Balys.

F885. *Extraordinary field.* India: Thompson-Balys.

F886. *Extraordinary key.*

F886.1. *Golden key.* Danish: Kristensen Danske Sagn III (1895) 461, (1931) 318.

F887. *Extraordinary implements.* India: Thompson-Balys.

F887.1. *Extraordinary plow (made of snakes and drawn by tigers).* India: Thompson-Balys.

F891. *Extraordinary still (with the beads of crocodiles, owls, and parrots as pots).* India: Thompson-Balys.

F891.1. *Woman's body used as still.* India: Thompson-Balys.

F893. *Extraordinary hearth.* India: Thompson-Balys.

F894. *Extraordinary seat, covered with skins of lice.* India: *Thompson-Balys.

F895. *Golden swing.* India: Thompson-Balys.

F896. *Extraordinary threshing-floor.* India: Thompson-Balys.

F899. *Other extraordinary objects.*

F899.1. *Extraordinary standard.* Icelandic: *Boberg.

F899.2. *Extraordinary game-board.*

F899.2.1. *Golden game-board.* Icelandic: *Boberg.

F899.3. *Enormous cage.* Jewish: *Neuman.

F900—F1099. Extraordinary occurrences.

F900. *Extraordinary occurrences.*

B317. Helpful bird hatched by hero. Hero holds eagle's egg in hand and hatches it. Young eagle becomes his helper. D512.1. Transformation when one expresses astonishment at smith drawing water in an egg shell.

F900.1. *Miracles at certain times.*

F900.1.1. *Wonders occur on Hallowe'en.* Irish myth: *Cross.
E587.2. Ghosts walk on Hallowe'en.

F900.1.2. *Miracles on first night of Passover.* Jewish: *Neuman.

F900.2. *All miracles created by God at creation.* Jewish: *Neuman.

F900.3. *Miracles cease.*

F900.3.1. *Miracles in the desert come to an end with death of Miriam, Aaron and Moses.* Jewish: Neuman.

F901. *Repeated death.* (Cf. M341.2.4.2.)

F901.1. *Extraordinary threefold death: falling from rock and tree, drowning.* Irish myth: *Cross.
M304. Prophecy from enigmatical laugh. N456. Enigmatical smile (laugh) reveals secret knowledge.

F901.1.1. *Extraordinary threefold death: wounding, burning, drowning.* Irish myth: Cross.

F901.2. *Extraordinary twofold death: burning, drowning.* Irish myth: *Cross.
C435.1.1.1. Woman (fairy) causes twofold death of mortal husband who utters her name. C927.3. Burning and drowning as punishment for breaking taboo.

F910. *Extraordinary swallowings.* *Plenzat Hdwb. d. Märch. s.v. "Fressmärchen"; Irish: Plummer I clxxvi; India: Thompson-Balys; Eskimo (Greenland): Rink 428; West Indies: Flowers 436.
B31.10. Mermaid swallows man. F1034. Person concealed in another's body. G332. Sucking monster. Giant (sometimes a giant hall or cave) sucks in victims.

F911. *Person (animal) swallowed without killing.* Icelandic: *Boberg.

F911.1. *Men swallow men.*

F911.1.1. *God swallows his wife and incorporates her into his own being.* (Cf. F1034.2.) Greek: Fox 156, 170, Grote I 9f.

F911.2. *Animals swallow animals.* Africa (Ekoi): Talbot 371, (Mpongwe): Nassau 34 No. 4.

F911.2.1. *Raven dwells inside a whale.* Eskimo (Bering Strait): Nelson RBAE XVIII 465.

F911.3. *Animal swallows man (not fatally).* *Types 123, 333, 700; Fb "kat" II 108b; Saintyves Perrault 227ff.; Persian: Carnoy 302; Hindu: Penzer IX 49.

F911.3.1. *Thumbling swallowed by animals.* (Cf. F914.2) *Type 700; BP I 389.
F535.1. Thumbling. Person the size of a thumb.

F911.3.2. *Winged serpent as boat: passengers within.* Reinhard PMLA XXXVIII 447.
B175.1. Magic salmon carries hero over water. B541.1. Escape from sea on fish's back. B551.1. Fish carries man across water. B558.7. Winged serpents pull chariot through sky.

F911.3.3. *Animal with men in its belly playing cards, etc.* Reinhard PMLA XXXVIII 447 n. 81.

F911.3.4. *Frog eats a rat, a baker, a man, and a horse.* India: Thompson-Balys.

F911.4. *Jonah.* Fish (or water monster) swallows a man. *Frazer Old Testament III 82; *H. Schmidt Jona 127f.; *Wesselski Märchen 213 No. 18; Clouston Tales I 403ff. — Irish myth: *Cross; French Canadian: Barbeau JAFL XXIX 11; Italian: Basile Pentamerone V No. 8, Rotunda; Jewish: bin Gorion Born Judas² IV 27, 275, *Neuman; Babylonian: Spence 87; India: *Thompson-Balys, *Penzer II 193, VI 154 n. 3, Keith 173; Buddhist myth: Malalasekera II 261; Oceanic (Cook Group, Melanesia, Indonesia): Dixon 69, De Vries's list No. 211; Hawaii: Beckwith Myth 443; Marquesas: Handy 137; S. A. Indian (Bakairi): Alexander Lat. Am. 313.
D55.2.5. Transformation, after swallowing by fish, from woman to tiny girl. K381.2.2.1. True bride lives in fish's belly.

F911.4.1. *Fish swallows ship.* Hindu: Tawney II 599.

F911.4.1.1. *Party in canoe swallowed by great clam.* Tahiti: Beckwith Myth 260.

F911.4.1.2. *Serpent swallows canoe and occupant.* Am. Indian (Ladino, Honduras and Nicaragua): Conzemius BBAE CVI 169.

F911.5. *Giant swallows man.* Finnish: Kalevala rune 17.
F911.5.6. Giant lies underground with trees growing all over his body. When his mouth is opened man falls into it and is swallowed.

F911.5.1. *Man builds boat and sails about in giant's belly.* Finnish: Kalevala rune 17.

F911.6. *All-swallowing monster.* Has whole towns of people and buildings, etc. inside. Italian: Basile Pentamerone V No. 8 (fish); Africa: Werner African 198, (Zulu): Callaway 55, 78ff., 85ff., 192, 325, 332, (Kaffir): Theal 84, 139f., 176, (Mpongwe): Nassau 34, 46 Nos. 4, 6, (Basuto): Jacottet 70 No. 11, 76 No. 12, 122 No. 17, 214 No. 31, (Ibo Nigeria): Thomas 115, 203 No. 1.

F911.6.1. *Toad (as man) swallows all women's earthenware.* S. A. Indian (Cashinawa): Métraux BBAE CXLIII (3) 685.

F911.7. *Serpent swallows man.* S. A. Indian (Cashinawa): Métraux BBAE CXLIII (3) 686.

F912. *Victim kills swallower from within.* Herbert III 196; Oesterley No. 251; Irish myth: Cross; Greek: Fox 86; India: Thompson-Balys; Buddhist myth: Malalasekera II 291; Chinese: Graham; Japanese: Ikeda; N. A. Indian: *Thompson Tales 321 n. 159; Africa: Werner African 199.
K952. Animal (monster) killed from within.

F912.1. *Victim kills swallower from within by burning.* *Wesselski Märchen 213 No. 18; Hartland Perseus III 15; Finnish: Kalevala rune 17; Oceanic (Cook Group, Melanesia, Indonesia): Dixon 69; Africa (Zulu): Callaway 332ff.

F912.2. *Victim kills swallower from within by cutting.* Irish myth: *Cross; Mono-Alu: Wheeler 55; New Hebrides: Codrington 365; Cook Islands: Beckwith Myth 503; Marquesas: ibid 502; S. A. Indian (Eastern Brazil): Lowie BBAE CXLIII (1) 434; Africa (Cameroon): Meinhof 60, (Kaffir): Theal 84, 176, (Basuto): Jacottet 122.

F912.3. *Swallowed person eats on swallower's liver (heart) until disgorged.* (Cf. F914, F915.1.) India: Thompson-Balys; Hawaii: Beckwith Myth 140.

F912.3.1. *Swallowed person tickles serpent's throat and is disgorged.* India: Thompson-Balys.

F913. *Victims rescued from swallower's belly.* (Cf. X1723.1.) *Types 123, 333, 450, 700; *BP I 37, 40, 389; *Penzer VI 154 n. 3; Wesselski Märchen 213 No. 18; Saintyves Perrault 227ff. — Irish myth: *Cross; Jewish: bin Gorion Born Judas² I 165, 372; Persian: Carnoy 302; Hindu: Keith 173; India: *Thompson-Balys; Oceanic (Cook Group, Melanesia, Indonesia, Australia): Dixon 69, 296; Eskimo (Smith Sound): Kroeber JAFL XII 175; N. A. Indian: *Thompson Tales 321 n. 159a; S. A. Indian (Bakairi): Alexander Lat. Am. 313, (Cashinawa): Métraux BBAE CXLIII (3) 686; Africa: Werner African 221, (Zulu): Callaway 55,

78ff., 85ff., 325, 332, (Kaffir): Theal 84, 142, 176, (Basuto): Jacottet 72, 76, 214 Nos. 11, 12, 31; Jamaica: *Beckwith MAFLS XVII 270 No. 82. A335. Culture hero swallowed and recovered from animal. R100. Rescues. X321.10. Lie: man swallowed by fish and later rescued alive. Z47.1. The fat troll (wolf).

F913.1. Smith swallowed by water-monster and rescued by saint. Irish myth: *Cross.

F913.2. Deity lights a great fire, and all the children ogress has devoured come out of it. India: Thompson-Balys.

F914. Person swallowed and disgorged. *Frazer Old Testament III 82; *H. Schmidt Jona 127f.; Irish myth: Cross; Icelandic: Boberg; French Canadian: Barbeau JAFL XXIX 11; Babylonian: Spence 87; India: Thompson-Balys; Indonesia: DeVries's list No. 211; West Indies: Flowers 436.

F914.1. Princess stands in middle of dried-up tank so serpent will release the water, which he had swallowed up completely. India: Thompson-Balys.

A1111. Impounded water. Water is kept by a monster so that mankind cannot use it. A hero defeats the monster and releases the water.

F914.2. Buffalo sucks hero with water it is drinking and throws him up again in game of hide-and-seek. (Cf. F911.3.1.) India: Thompson-Balys.

F914.3. Tigress swallows abandoned baby again and again, but it comes out from behind. India: Thompson-Balys.

F915. Victim speaks from swallower's body. *Type 700; BP I 389; Alphabet No. 335; Irish: Plummer cxliii; Italian: Basile Pentamerone V No. 8; Indonesia: DeVries's list No. 58; West Indies: Flowers 436ff. B171.1. Demi-coq crows in king's body.

F915.1. Victim pecks on swallower's stomach. (Cf. F912.3.) Bird eaten by king pecks on his stomach. King vomits and bird escapes. Spanish: Boggs FFC XC 37 No. 244; Japanese: Ikeda.

K952. Animal (monster) killed from within.

F916. One animal jumps through body of another.

B16.1.1.2. Cat leaps through man like arrow of fire and burns him to ashes.

F916.1. Monkey jumps through body of tiger. Indonesia: DeVries's list No. 46.

F916.2. Whelp leaps through body of hound. Irish myth: Cross.

B182.1.3.1. Magic whelp kills hound by springing down its throat.

F917. Monster swallows people through anus. India: Thompson-Balys.

F921. Swallowed person becomes bald. Irish myth: *Cross; Jewish: Neuman; Hawaii: Beckwith Myth 132, 437; Tuamotu: ibid 503; N. A. Indian: *Thompson Tales 322 n. 159b.

F921.1. Swallowed person becomes boneless. S. A. Indian (Cashinawa): Métraux BBAE CXLIII (3) 686.

F922. Swallowed person bereft of clothing. Irish myth: *Cross.

F923. Tent-house folded and swallowed as means of carrying it. Africa (Benga): Nassau 208ff. No. 33.

D631.3.2. Compressible tent. Large or small at will.

F929. Extraordinary swallowings—miscellaneous.

F929.1. Elephant allows jackal to quench his thirst by entering through his mouth to his stomach. India: Thompson-Balys.

F929.2. Man swallows reptiles. Jewish: Neuman.

F929.2.1. Person unwittingly swallows snake, which kills him. India: Thompson-Balys.

F930. Extraordinary occurrences concerning seas or waters.

D1551. Waters automatically divide and close. D2151. Magic control of waters. F701.1. Milk and honey flows in land. F960.2.1. Deformity cured by waves of sea. F960.6. Extraordinary nature phenomena on night of fratricide. F966. Waters react to words of poet. Q552.19. Miraculous drowning as punishment.

F930.1. Book dropped in water by saint not wet. *Loomis White Magic 39f. — Irish: Plummer cxxxviii, *Cross.

D1041.4. Man proof against wet from rain. H222.4. Sanctity of books tested by throwing them into water. V151. Sacred writings.

F930.1.0.1. Dashing sea does not touch saint's cowl. (Cf. D1067.3.1, F931.3.) Irish myth: Cross.

D2151.3.2. Dashing waves do not touch saint.

F930.1.0.2. Robe sent to saint on stream not wet. (Cf. D1052.) Irish myth: Cross.

F930.2. Waters rise to drown wrongdoer. Irish myth: *Cross.

Q552.19. Miraculous drowning as punishment.

F930.3. Water sinks to bottom, mud rises to surface to keep prophet from drowning. Jewish: *Neuman.

F930.4. Waters transformed to blood for Egyptians but not for Hebrews. (Cf. D474.) Jewish: *Neuman.

F930.5. Water stops flowing when no longer needed. Jewish: Neuman.

F930.6. Water chants song. (Cf. D1614.4, F931.12.) Jewish: *Neuman.

F930.7. Waters dissolve mill-stones. Jewish: *Neuman.

F930.8. Chewed nut spread on waters clarifies them. Hawaii: Beckwith Myth 436.

F931. Extraordinary occurrence connected with sea.

A920. Origin of the seas. D811. Magic sea. D1533.1.1. Magic land and water ship. D2151.1. Magic power to walk on water. D2151.1. Magic control of sea. F725.5. People live under the sea.

F931.1. Sea rises and changes place. Estonian: Aarne FFC XXV 135 No. 89.

F931.1.1. Sea rises at saint's command. Irish myth: Cross.

F931.2. Fish disappear from sea. Punishment for woman's having washed a child with a fish. Finnish: Aarne FFC XXXIII 47 No. 90; Estonian: Aarne FFC XXV 135 No. 90.

C811. Tabu: using food for unworthy purpose.

F931.3. Sea does not encroach on burial place of saint. (Cf. F930.1.0.1.) Irish myth: Cross.

F931.3.1. Sea behaves like solid earth when man is buried in it. Irish myth: *Cross.

F931.4. *Extraordinary behavior of waves*. Irish myth: *Cross.
 A915.1. Tidal wave marks place of death of person. D911.1. Magic wave.
 D2125.1.1. Magic transportation by waves. D2151.3.1. Magic tidal wave.

F931.4.1. *Waves reverberate at preparation for battle*. Irish myth: Cross.

F931.4.2. *Waves moan (shriek) during battle*. Irish myth: *Cross.
 - F995. Shield shrieks in battle.

F931.5. *Extraordinary shipwreck in calm weather*. Icelandic: *Boberg.

F931.6. *Fishing under sea*. Irish myth: *Cross.

F931.7. *Sea changes color*. German: Grimm No. 19; Jewish: *Neuman.

F931.8. *Sea fettered*. Icelandic: *Boberg.

F931.9. *Passing through sea unscathed*. (Cf. D1551.) Jewish: *Neuman.

F931.9.1. *Waters of sea arch over people like a vault*. (Cf. F932.2.) Jewish: *Neuman.

F931.9.2. *Sea yields people whatever they desire*. Jewish: *Neuman.

F931.9.2.1. *Sea flows sweet water*. Jewish: Neuman.

F931.9.2.2. *Sea bears fruits*. Jewish: Neuman.

F931.9.3. *Paths open up in sea for each tribe (one for each of Israel's tribes)*. Jewish: *Neuman.

F931.10. *Sea piles up to height of sixteen hundred miles*. Jewish: Neuman.

F931.11. *Speaking sea*. (Cf. D1610, F932.12.) Jewish: *Neuman.

F931.12. *Seas sing hymns of praise*. (Cf. F930.6.) Jewish: Neuman.

F932. *Extraordinary occurrences connected with rivers*.
 A930. Origin of streams. D915. Magic river. D2151.2. Magic control of rivers. F715. Extraordinary river.

F932.1. *River pursues fugitive*. Fb "å" III 1187a; Greek: Frazer Apollodorus II 209 n. 8; Africa (Kaffir): Theal 63.
 A935.1. River bursts from well in pursuit. D1432.1. Water gradually envelops girl filling pitcher. R260. Pursuits.

F932.2. *River arches over saint's body like a vault*. (Cf. F931.9.1, V220.) *Ward Catalogue II 640 No. 17; Crane Miraculis 104 No. 40.

F932.3. *Stream becomes hot in which saint performs his ascetic devotions*. Irish: Plummer cxxxviii.
 D1566.1.4.2. Saint's breath makes snow melt. V462. Asceticism.

F932.4. *Well of oil runs into river*. Miracle. Alphabet No. 550.

F932.5. *River acts as messenger*.

F932.5.1. *River carries object to saint*. Irish myth: Cross.

F932.6. *River ceases to flow*. Irish myth: *Cross; Jewish: Neuman.

F932.6.1. *River dries up for a day*. Irish myth: Cross.

F932.6.2. *River dries up its waters out of sympathy*. India: Thompson-Balys.
 D915.4.1. Sabbatical river. Dry on sabbath. F960.1. Extraordinary nature phenomena at birth of holy person. F994. Object expresses sorrow.

F932.6.3. *In dead of night waters of stream cease flowing and stand perfectly still.* India: Thompson-Balys.

F932.7. *River boils.* Irish myth: Cross.

F932.7.1. *River boils when ashes of hearts are cast into it.* Irish myth: *Cross.

F932.8. *River rises and overflows.*
D2151.2.2. Saint causes river to rise and overflow.

F932.8.1. *River rises to prevent body's being carried over it against dying man's wish.* Irish myth: Cross.

F932.8.2. *River rises to prevent advance of army.* Irish myth: *Cross.

F932.8.2.1. *River rises to prevent meeting of hostile armies.* Irish myth: *Cross.

F932.8.3. *River rises to prevent escape of thieves.* Irish myth: Cross.

F932.8.4. *Treacherous river overflows and drowns victims.* Irish myth: Cross.

F932.8.5. *Shallow river rushes up to drown man.* India: Thompson-Balys.

F932.8.6. *River piles up to a height of three hundred miles.* Jewish: Neuman.

F932.9. *Ford across impassable river created by saint.* Irish myth: Cross.

F932.10. *River divides into two parts after rape in its bed.* India: Thompson-Balys.

F932.11. *Firelike waters of river used by strange beings to cook flesh.* S. A. Indian (Chiriguano): Métraux RMLP XXXIII 171.

F932.12. *Speaking river (brook).* (Cf. D1614.4, F930.6, F931.11.) Jewish: Neuman.

F933. *Extraordinary occurrences connected with springs.*
D927. Magic spring.

F933.1. *Miraculous spring bursts forth for holy person.* Dh II 26; *Toldo VI 310ff.; Saintyves Le Miracle de l'apparition des eaux dans ses relations avec les liturgies païennes et chrétiennes (Revue de l'Université de Bruxelles, 1912, 265—94); Irish myth: *Cross; Spanish Exempla: Keller; Jewish: *Neuman.
A941. Origin of spring. D1567.6. Stroke of staff brings water from rock. D1766.6.1. Fountain produced from sign of the cross.

F933.1.1. *Spring bursts forth where saint spills water from his bell.* Irish myth: *Cross.
D1213. Magic bell.

F933.1.2. *Magic spring flows from roots of tree at command of Jesus.* Spanish Exempla: Keller.

F933.1.3. *Well rises so holy person does not have to draw from it.* Jewish: *Neuman; India: *Thompson-Balys.

F933.1.3.1. *Well rises so maiden can draw without exerting herself.* Jewish: *Neuman.

F933.1.3.2. *Well rises for pious man's sheep.* Jewish: *Neuman.

F933.2. *Dry spring restored by removal of certain stone.* Christiansen FFC XXIV 87.
H1292.1. Question (propounded on quest): why has spring gone dry?

F933.3. At certain time sheep thrown into well become crimson. Irish myth: Cross.

F933.4. Severed head of impious man in well causes water to become bitter during part of each day. Irish myth: *Cross.

F933.5. Rushes uprooted reveal spring. Irish myth: *Cross; French Canadian: Sister Marie Ursule.

F933.6. Spring miraculously breaks forth against wrongdoer. Irish myth: *Cross.

Q352.19. Miraculous drowning as punishment.

F933.6.1. Desecrated well overflows. Irish myth: *Cross.

C623. Forbidden well. C923. Death by drowning for breaking tabu. D925. Magic fountain (well, spring). D1402.0.2.1. Magic well causes person to be drowned. Q222. Punishment for desecration of holy places. V134. Sacred (holy) wells.

F933.7. Well floods when gazed upon until mass is said over it. Irish myth: Cross.

C315.4. Tabu: looking at certain well. D1766.5. Magic produced by saying mass.

F933.8. Bones of bird constantly thrown up from well. Irish myth: Cross.

F934. Extraordinary occurrences connected with lakes. Irish myth: Cross.

A920.1.3. Lake bursts forth to drown thief.

F934.1. Gravel rises from bottom as hero enters lake. Irish myth: *Cross.

F934.2. Lake rises from bramble bush. Irish myth: Cross.

A920.1. Origin of lakes. A920.1.8.1. Lake from violating tabu. A920.1.12. Lake bursts forth where blind king plucks rushes.

F934.3. Lake petrifies wood. Irish myth: Cross.

D471. Transformation: object to stone.

F934.4. Lake disappears. Irish myth: Cross.

F934.5. When dead man's body is thrown into lake, water turns pitch black and all living creatures therein die. India: Thompson-Balys.

F935. Extraordinary occurrences connected with pond (pool, tank).

F935.1. Huge tank has no water in spite of plentiful rains. India: Thompson-Balys.

F935.2. Ice forms while fish leaps from pool. Irish: O'Suilleabhair 74.

F940. Extraordinary underground (underwater) disappearance. *Fb "synke"; Icelandic: Örvar-Odds saga 136; þorsteinssaga Vikingsona 417, 421, 432; Ásmundarsaga Kappabana (Zwei Fornaldarsögur ed. F. Detter, Halle a. S. 1891) 82; Göngu Hrólffssaga 330, 339; Sörla saga sterka (FAS III) 440, 444, 446; Hjálmþerssaga ok Ölvir 471; Chinese: Graham.

D2131. Magic underground journey. Q552.2. Sinking of earth as punishment. Q552.2.3. Earth swallowings as punishment. R327. Fugitive and horse disappear into the ground after thrusting whip into a tiny spring.

F941. Building sinks into earth. Irish: *Cross, O'Suilleabhair 79; Jewish: *Neuman.

F969.2. Earth rises.

F941.1. Castle sinks into earth. Wesselski Märchen 200; Jewish: Neuman.

F941.2. *Church sinks underground.*
viii. Churches.

F941.2.1. *Church sinks: song heard from underground.* *Fb "kirke" IV 258b; Finnish: Aarne FFC XXXIII 47 No. 87; Estonian: Aarne FFC XXV 134 No. 87.

F941.2.2. *Church and congregation sink to bottom of sea.* Finnish: Aarne FFC XXXIII 46 No. 86**; Estonian: Aarne FFC XXV 134 No. 86.

F941.2.3. *Temple swallowed by earth.* Jewish: Neuman.

F941.3. *Tower sinks into earth.*

F941.3.1. *Unfinished Tower of Babel sinks into earth.* (Cf. F772.1.) Jewish: Neuman.

F942. *Man sinks into earth.* U.S.: Baughman; Jewish: *Neuman; India: Thompson-Balys; Eskimo (Greenland): Rink 372, Rasmussen III 185, (Smith Sound); Kroeker JAFL XII 182; West Indies: Flowers 438. R310. Refugees.

F942.1. *Ground opens and swallows up person.* Irish: *Cross, Beal XXI 327; Icelandic: *Boberg; Greek: Fox 63 (Althaimenes), 227 (Persephone), Frazer Apollodorus II 241 n. 5; Jewish: *Neuman; Africa: Werner African 200.

D1555.2. *Magic powder causes earth to open up.* H1573.1.1. Heathen swallowed by earth flung up. Proof of his belief. M448. Curse: to sink into earth.

F942.1.1. *Ground opens to hide fugitive.* U.S.: Baughman; Icelandic: *Boberg; Jewish: Neuman; Eskimo (Kodiak): Golder JAFL XVI 28.

F942.2. *Ground cut from under adversary.* Irish myth: *Cross.

F942.2.1. *Adversary pushed into ground.* Irish myth: *Cross..

F942.3. *Earth opens at man's command.* India: Thompson-Balys.

F942.3.1. *Earth opens at woman's bidding to enclose her.* India: Thompson-Balys.

F943. *Sinking into mud in duel.* Icelandic: Boberg; Czech: Tille FFC XXXIV 96; Lithuanian: Leskien-Brugmann 385 No. 10, 557 No. 14; Greek: Hahn Griechische und albanesische Märchen II 273; Egyptian: Maspero Contes populaire de l'Egypte ancienne (Paris, 1882) 191; Africa: Meinhof Afrikanische 78, Frobenius Atlantis X 212.

D2022. Man caused to sink into mud.

F943.1. *Man sinks into stone.* Irish myth: Cross; Eskimo (Greenland): Rasmussen III 98.

F944. *City sinks in the sea.* Schmersel Die Sage von der versunkenen Stadt; Schütte Danske Studier (1925) 117; Le Braz Légende de la Mort (Paris, 1902); **Smyser Harvard Studies and Notes Phil. and Lit. XV (1933) 49ff.; England: Baughman; Lithuanian: Balys Index No. 3610.

A920.1.8. *Lake bursts forth to drown impious people.* FT25.2. Submarine cities.

F944.1. *City sinks in sea or lake as punishment.* England, Scotland, U.S.: *Baughman.

C964.7. *Village sinks into earth for violation of tabu.*

F944.2. Ancient homeland sinks beneath the waves. Tuamotu: Beckwith Myth 75.

F944.3. Island sinks into sea. Tonga: Gifford 185.

F944.4. Earth splits and plain sinks to become bottom of lake when tabu is broken. Africa (Congo): Johnson Grenfell 817.

F945. Person gradually submerged by sea. India: *Thompson-Balys.
Q465.2. Punishment: abandonment on cliff that is submerged at high tide.

F947. Ground opens and swallows forest. Irish myth: Cross; England: Baughman.

F948. Object sinks into earth.

F948.1. Ground opens and swallows heathen idols. Irish myth: *Cross.
H1573.1.1. Heathen swallowed by earth flung up. Proof of his belief.

F948.1.1. Earth swallows up Temple vessels. Jewish: Neuman.

F948.2. Ground opens and swallows other object. Irish myth: Cross; Chinese: Graham.

F948.3. Magic object sinks into earth. Irish myth: Cross.
D860. Loss of magic object.

F948.4. Extraordinary sword sinks into earth after use. Icelandic: Boberg.

F948.5. City is buried under sand. England: *Baughman.

F949. Extraordinary underground (underwater) disappearance—miscellaneous.

F949.1. Animal sinks into earth. Irish myth: Cross.

F949.1.1. Ground opens and swallows demoniac wasps. Irish myth: Cross.
F401.3.4.1. Demon in form of wasp. F405. Means of combatting spirits.

F949.2. Man falls underground through hole. Chinese: Graham.

F950. Marvelous cures. Irish myth: *Cross; Icelandic: *Boberg; India: *Thompson-Balys.
A1438. Origin of medicine. B510. Healing by animal. B784.2.1. Snake (frog) in human body enticed out by milk (water). D1342. Magic object gives health. D1500. Magic object controls disease. D2161. Magic healing power. F382.1. Serpent damsel. Woman has serpent inside which comes out and kills her bridegroom. F689.0.1. Skilful physician. J1115.2. Clever physician. P424. Physician. T287.2.1. Wife exposes bald head of second wife to disgrace her. Hair marvelously regrows.

F950.1. Sickness cured by napkin of Veronica. English: Wells 156 (Temporale).
V121. Miraculous image of Christ impressed on napkin.

F950.2. Extreme anger as cure for sickness. (Cf. F955.) Pauli (ed. Bolte) No. 358; Irish myth: Cross; Spanish Exempla: Keller.
F1041.16. Extraordinary physical reaction to anger.

F950.2.1. Wife cures self of catarrh by calling to husband fondling maid at bedside. Heptameron No. 71.

F950.3. Measuring sick as means of cure. Zachariae Zs. f. Vksk. XXI 151; England, Ireland, Wales, U.S.: Baughman.

F950.4. *Sickness (madness) cured by coition.* Cent Nouvelles Nouvelles No. 55, 90; Italian Novella: "Rotunda." J1149.4. Urinalysis reveals intimacy as cure for illness. Treatment successful. J1646.13. Neglected bride feigns sickness; is "cured" by husband's fulfillment of his marital duty. K1818. Disguise as sick man. T315.2. The continent husband.

F950.5. *Extreme fear as cure for sickness.* Irish myth: *Cross. F1041.17. Extraordinary result of fear.

F950.6. *Sucking through tubes heals wounds.* (Cf. F959.3.) Irish myth: Cross.

F950.7. *Marvelous cure without seeing person.* Spanish Exempla: Keller. D2161.5.1. Cure by holy man.

F950.8. *Princess cured by seeing her lost lover dance.* Tuamotu: Stimson MS (z-G. 13/10).

F950.9. *Healing by sprinkling water and replacing flesh.* Chinese: Graham.

F952. *Blindness miraculously cured.* Irish myth: Cross; Icelandic: "Böberg"; Breton: Sébillot Incidents s.v. "aveugle"; Spanish Exempla: Keller; Jewish: *Neuman; India: Thompson-Balys; Japanese: Ikeda; Hawaii: Beckwith Myth 25.

D1505. Magic object cures blindness. D2161.3.1. Blindness magically cured. E781. Eyes successfully replaced. M341.0.1. Saint prophesies that man will have a warning of coming death. He regains sight. Q161.1. Sight restored as reward.

F952.0.1. *Sight miraculously restored while poet writes hymn (poem).* Irish myth: *Cross.

F952.0.2. *Blinded prince forces goddess to give him back his sight.* India: *Thompson-Balys. K2371. Deceiving the higher powers (God, the saints, the gods, fate).

F952.1. *Blindness cured by tears.* *Type 310; BP I 97, 99.

F952.2. *Blindness healed by sun's rays.* Greek: Frazer Apollodorus I 32.

F952.3. *Blindness cured by rubbing sand on eyes.* India: Thompson-Balys.

F952.3.1. *Blindness cured by striking eyes.* (Cf. F953.1.) India: *Thompson-Balys; Tuamotu: Stimson MS (T-G. 3/931).

F952.3.1.1. *Blindness cured by striking eyes with shell.* Africa (Nyanja): Rattray Some Folk-Lore Stories and Songs in Chinyanja (London, 1907) 149ff. No. 24.

F952.3.2. *Blindness cured by rubbing eyes with flower.* India: Thompson-Balys.

F952.4. *Blindness cured by striking head violently on tree.* India: Thompson-Balys.

F952.5. *Blindness cured by application of chicken dung.* India: Thompson-Balys; Africa (Nyanja): Rattray Some Folk-Lore Stories and Songs in Chinyanja (London, 1907) 149ff. No. 24.

F952.6. *Blindness cured by drop of water from side of crucified Saviour.* Irish myth: *Cross.

F952.7. *Eyes restored by bathing in lake (spring).* Irish myth: *Cross. D1505.5. Magic water restores sight. D1788. Magic results from bathing. E781. Eyes successfully replaced.

F953. *Cripple marvelously cured.* Cheremis: Sebeok-Nyerges; India: Thompson-Balys.

F953.1. *Hunchback cured by having hump severely beaten.* India: *Thompson-Balys; Hawaii: Beckwith Myth 233; Africa (Nyanja): Rattray Some Folk-Lore Stories and Songs in Chinyanja (London, 1907) 149ff. No. 24.

F344.1. Fairies remove hunchback's hump (or replace it).

F954. *Dumb person brought to speak.* Irish myth: *Cross; India: Thompson-Balys; West Indies: Flowers 438.

D1507. Magic object restores speech. D3025. Magic recovery of speech. T272.1. Silent wife brought to speech by dangers to her husband. V23.2. Dumb man recovers speech in order to confess.

F954.1. *Thread under dumb man's tongue cut.* This permits him to speak. Dickson 217.

F954.2. *Dumbness cured by question.*

F954.2.1. *Dumb princess is brought to speech by tale ending with a question to be solved.* *Type 945; BP III 53ff.; *Pauli (ed. Bolte) No. 534.

H343. Suitor test: bringing dumb princess to speak. H621. Skillful companions create woman: to whom does she belong?

F954.2.2. *Dumbness cured by saint's question.* Irish myth: Cross. D2161.5.1. Magic cure by holy man.

F954.3. *Fainting brings recovery of speech.* English: Wells 137 (Sir Gowther).

F954.4. *Chilli plant so hot it causes dumb man to speak: thus discovered for eating.* India: Thompson-Balys.

A2686.3. Origin of pepper plant.

F954.4.1. *Flea (magic) enters princess' throat and helps hero make her speak.* India: Thompson-Balys.

H343. Suitor test: bringing dumb princess to speak.

F954.5. *Person made to speak by warning of danger.* Spanish Exempla: Keller.

T272.1. Silent wife brought to speech by dangers to her husband.

F955. *Miraculous cure for leprosy.* Rage at hearing for first time of Christ's passion causes cure. (Cf. F950.3.) Irish: Beal XXI 306; English: Wells 155 (Temporale).

A941.5.3. Spring breaks forth through power of saint at place where leper pulls out clump of rushes. D1502.4. Magic object cures leprosy. F1041.16.3. Man fells wood with sword when he hears of Crucifixion. F162. Leper. V221.3. Saint cures leprosy.

F955.1. *Blood-bath as cure for leprosy.* (Cf. F872.3.) Italian Novella: *Rotunda.

D1500.1.7.3. Magic healing blood.

F956. *Extraordinary diagnosis.* Irish myth: *Cross.

H1582.1. Recognition of good health by hearing voice. J1115.2. Clever physician.

F956.1. *Detailed diagnosis by feeling pulse.* *Chauvin V 136 No. 64.

F956.2. *Illegitimacy of child discovered by urinalysis.* *Campbell Sages lxxxiv (Medicus).

J1734.1. Urine diagnosis to tell where a man comes from. K1955.2. Sham physician pretends to diagnose entirely from urinalysis.

F956.3. Diagnosis based on smoke rising from house of sick. Irish myth: *Cross.

F956.4. Physician, by examining wound can tell whether it was inflicted by a man or a woman and describe him or her in detail. Irish myth: *Cross.

F957. Cure by physician's imitating sick man's actions. Pauli (ed. Bolte) No. 360.

F958. Mountebank undertakes to bring the city's incurables back to health. Effects marvelous cures. Italian Novella: Rotunda.

F959. Marvelous cures—miscellaneous.

F959.1. Madness miraculously cured.
D2161.3.8. Insanity magically cured.

F959.1.1. Senses regained when person speaks his name. Irish myth: Cross.

F959.2. Cross-eyes straightened when hero sets head of slain opponent upon his own. Irish myth: Cross.

F959.2.1. Deformity cured by waves of sea. Irish myth: Cross.
F930. Extraordinary occurrences concerning seas or waters.

F959.3. Miraculous cure of wound.
D2161.2. Magic cure of wound. F668. Skillful surgeon. F950.6. Sucking through tubes heals wounds.

F959.3.1. Dreadful wound healed. Irish myth: *Cross.

F959.3.2. Gaping wound closed with slab of wood. Irish myth: Cross.

F959.3.3. Wounds healed by bath of marrow. Irish myth: Cross.
F872. Extraordinary bath.

F959.3.4. Weapon (missile) miraculously removed.

F959.3.4.1. Saint's palm over wound causes spearhead to come forth.
Irish myth: Cross.
D2161.5.1. Cure by holy man.

F959.3.5. Fat of crow as remedy for king's wounds. India: Thompson-Balys.

F959.4. Paunch opened and fat taken out to cure stomach. Icelandic: Boberg.

F959.5. Cure for deadly snake bite. India: Thompson-Balys; Buddhist myth: Malalasekera II 679.

F959.6. Marvelous cure for poison.

F959.6.1. Enemy cured by poisoned cake he has sent to holy man in order to destroy him. India: Thompson-Balys.

F959.6.2. Immunity to poison by eating poisons. (Mithridates.) Buddhist myth: Malalasekera II 284.

F960. Extraordinary nature phenomena—elements and weather.
D1666.1.4.2. Saint's breath makes icicles burn. D2091.2. Magic plague of frogs drawn down on foe. D2091.3. Streams of blood magically drawn down on foe. D2140. Magic control of the elements. F932.6.2. River dries up its waters out of sympathy. N546. Clues left for finding

treasure mysteriously disappear. Q552.1. Death by thunderbolt as punishment.

F960.1. Extraordinary nature phenomena at birth of holy person (hero). *Dh II 11; Toldo I 327, 335; Irish: Plummer cxxxvii, *Cross; Jewish: Gaster Exempla 216 No. 141 (142); Alphabet Nos. 549, 552; Buddhist myth: Malalasekera I 682, 788, 968, II 325, 1014, 1245, 1339; Japanese: Ikeda; Hawaii: Beckwith Myth 71, 390.

A920.1.4. Lakes burst forth to commemorate birth, death battle, etc. of primitive hero. D1316. Magic object gives supernatural information. F791.1. Dry rod blossoms on night of saint's birth. F795.1. Trees spring up to commemorate birth of primitive hero (demigod, deity). M364.6. Prophecy: rainbow will appear at saint's death. T583. Accompaniments of childbirth. V211.1. The Nativity of Christ. V222. Miraculous manifestation accclaims saint.

F960.1.1. Extraordinary nature phenomena at birth of royalty. India: Thompson-Balys.

F1009.2.1. Roads miraculously appear on day of hero's birth.

F960.1.1.1. Thunder report at birth of king. (Cf. F968.) Irish myth: Cross. F968. Extraordinary thunder and lightning.

F960.1.1.2. Shower of gold and silver rains upon king's ship at birth of his children. India: Thompson-Balys.

F960.1.1.3. Storm signs betray newly born child's chiefly rank. Hawaii: Beckwith Myth 428.

F960.1.2. Extraordinary nature phenomena at birth of hero. (Cf. T583, V222.) Jewish: *Neuman.

F960.1.2.1. Extraordinary precipitation at birth of hero. (Cf. F962.) Irish myth: *Cross; Icelandic: Boberg; India: Thompson-Balys.

F960.1.2.1.1. Shower of lotuses at birth of hero. Buddhist myth: Malalasekera II 131.

F960.1.3. Exhibition of lights at saint's birth. Loomis White Magic 21. V222.1. Marvelous light accompanying saint.

F960.1.4. Bells ring without human hands when a saint is born. Loomis White Magic 23.

V222.6. Bell sounds at approach of saint.

F960.1.5. Extraordinary nature phenomena at rebirth: nine worlds tremble. India: Thompson-Balys.

F960.1.6. When girl (princess) is born, earth is filled with light. India: Thompson-Balys.

F960.2. Extraordinary nature phenomena at death of holy person (hero). Irish myth: *Cross.

F961.1.5.1. Sun shines for twelve days and nights after death of holy person. F964.2. Chariots, stones, weapons join in keen at hero's death. M364.8. Prophecy: rainbow will appear at saint's death. Q147. Supernatural manifestations at death of pious (holy) person. V211.2.3. The Crucifixion.

F960.2.1. Nature fruitless after death of hero. Irish myth: Cross. D2081. Land made magically sterile.

F960.2.2. Rainbow stretches from monastery to heaven at saint's death. Irish myth: Cross.

F960.2.3. Rock bursts into flames at hero's death. (Cf. F964.3.4.) Irish myth: Cross.

F960.2.4. Great light appears on night of holy man's death. Irish myth: *Cross.

F960.2.5. Earthquake at death of important person.

F960.2.5.1. Earthquake when good man is murdered. Icelandic: *Boberg.

F960.2.5.2. Earthquake at witch's death. Icelandic: *Boberg.

F960.2.5.3. Earthquake at dragon's death. Icelandic: *Boberg.
F981. Extraordinary death of animal.

F960.2.6. Winter's day changes to summer's day at saint's funeral.
"Loomis White Magic 96."

F960.2.6.1. Sun shines but two hours the day of hero's funeral. Jewish: Neuman.

F960.3. Extraordinary nature phenomena during furious battle. (Cf. F1084.) Irish myth: Cross; Jewish: Neuman.

F960.3.1. Nature's lament at the Temple's destruction. Jewish: *Neuman.

F960.4. Extraordinary nature phenomena at anger of saint. Irish myth: Cross.
F961.1. Extraordinary behavior of sun.

F960.5. Extraordinary nature phenomena at prisoner's miraculous release. Irish myth: Cross.

F960.6. Extraordinary nature phenomena on night of fratricide. (Cf. S73.1.) Irish myth: Cross.

F960.7. Extraordinary nature phenomena at cruel treatment of innocent person. India: Thompson-Balys.

F960.8. Extraordinary nature phenomena at moving of saint's remains. India: Thompson-Balys.

F960.9. Earthquake announces victorious return of hero after long absence. India: Thompson-Balys.

F960.10. Extraordinary natural phenomena at giving of Tora at Mount Sinai. Jewish: Neuman.

F961. Extraordinary behavior of heavenly bodies.
A700. Creation of the heavenly bodies. D1546. Magic object controls heavenly bodies.

F961.0.1. Several suns or moons appearing in sky simultaneously. Hatt Asiatic Influences 73—78.

F961.0.2. Eclipse of sun and moon in God's proximity. Jewish: *Neuman.

F961.0.3. Heavenly bodies lament. Jewish: *Neuman.

F961.0.3.1. Sun, moon, and stars do not shine seven days, mourning Adam's death. Jewish: Neuman.

F961.0.4. God's praise chanted by the heavenly bodies. (Cf. A659.1, A767.) Jewish: *Neuman.

F961.0.5. *Heavenly bodies bear witness for and against man.* Jewish: *Neuman.

F961.0.6. *Heavens bleed.* Jewish: *Neuman.

F961.1. *Extraordinary behavior of sun.* (Cf. F965.) Icelandic: Boberg.

A710. Creation of the sun. D1546.2. Magic spell controls sun. D1812.5.1.4. Eclipse as evil omen. D2146. Magic control of day and night. F790. Extraordinary sky and weather phenomena. F965.2. Sun darkened at death of holy person.

F961.1.1. *Sun refuses to shine when murder is done.* *BP II 531 n. 1. — Icelandic: Boberg.

D1318. Magic object reveals guilt. D1546.1. Hat which turns the sun. N271. Murder will out.

F961.1.2. *Sun travels from west to east.* Greek: Frazer Apollodorus II 164 n. 1; Jewish: Gaster Exempla 185 No. 2b, 201 No. 78, *Neuman.

F961.1.2.1. *Sun returns to sunrise to help sick man.* Irish myth: Cross.

F961.1.3. *Several suns in sky.*

F961.1.3.1. *Two suns shine in sky.* Irish myth: *Cross; Icelandic: Boberg.

F961.1.3.2. *Three suns shine in sky.* Alphabet No. 552.

F961.1.4. *Sun warns man of approaching assassin.* Africa (Fang): Trilles 94.

F961.1.5. *Sun shines during night.* Irish myth: Cross; Jewish: *Neuman.

F961.1.5.1. *Sun shines for twelve days and nights after death of holy person.* Irish myth: *Cross.

F960.2. Extraordinary nature phenomena at death of hero.

F961.1.5.2. *Sun reappears after being set.* Jewish: *Neuman.

F961.1.5.3. *Sun does not set.* Jewish: Neuman.

F961.1.5.3.1. *Sunset delayed many hours.* Jewish: *Neuman.

F961.1.6. *Sun does not shine on island of druidry.* Irish myth: Cross. F730. Extraordinary islands.

F961.1.7. *Sun turned from one hour to another through the prayer of saint (Moses).* Irish myth: *Cross.

F961.1.8. *Sun appears color of blood.* Irish myth: Cross.

F961.1.9. *Eclipse of sun at important historical events.* (Cf. A737.) Jewish: Neuman.

F961.1.10. *Sun sets early to hide fugitive.* (Cf. R310.) Jewish: Neuman.

F961.2. *Extraordinary behavior of stars.* Irish myth: *Cross.

F760. Creation of the stars. V211.1.2. Star shines through day of Nativity.

F961.2.1. *Bright star indicates birth of holy person.* *Toldo I 327; Matthew 2: 2; Irish myth: *Cross; Spanish Exempla: Keller; Babylonian: Spence 53.

F961.2.2. *Hairy star.* Irish myth: *Cross.

V211.1.2.1. Hairy star appears before Nativity.

F961.2.3. *Star shines in day.* Irish myth: Cross.

F961.2.4. *Stars and planets speak.* Jewish: Neuman.

F961.2.5. *Speaking star.* Tuamotu: Stimson MS (T-G 3/191).

F961.2.5.1. *Constellations bewail man's death.* Jewish: Neuman.

F961.2.6. *Fighting stars melt iron chariots.* Jewish: *Neuman.

F961.2.7. *Star swallows four other stars.* Jewish: *Neuman.

F961.2.8. *Star moves from west to east.* Jewish: Neuman.

F961.2.9. *Stars drop on grave during conjuration.* (Cf. F962.3.) Eskimo (Greenland): Rink 276.

F961.3. *Extraordinary behavior of moon.* Irish myth: Cross.
V211.2.3.2. Moon bloody at Crucifixion.

F961.3.1. *Moon turns to blood.* Irish myth: *Cross.

F961.3.2. *Many moons at the same time.* Icelandic: *Boberg.

F961.3.3. *Moon warns sleeping man of approaching assassin.* Africa (Fang): Tessman 93.

F962. *Extraordinary precipitation (rain, snow, etc.)* Irish: *Cross, O'Suilleabhan 18, 110, Beal XXI 306, 334.
D1391.1. Miraculous rain extinguishes fire used at stake.

F962.0.1. *Gifts are obtained or fall from heaven:* flowers (roses), crown of gold, blossoms or thorns, bells, gems, books, sword, etc. *Loomis White Magic 88.

F962.0.2. *Storm overturns idol.* Jewish: Neuman.

F962.1. *Electric storm breaks island into three parts.* Irish myth: Cross.

F962.2. *Fire from heaven.* *Saintyves *Essais de folklore biblique* 1ff.; Irish: Plummer cxxxvii, cxxxviii, *Cross; Spanish *Exempla*: Keller; Jewish: Moreno Esdras, *Neuman.
D1766.1. Magic results produced by prayer. D2091.1. Magic fire drawn down on foe. F882. Extraordinary fire. Q552.13. Fire from heaven as punishment. F493.5. Sight of great plague: Sky seems to be afire. F964. Extraordinary behavior of fire.

F962.2.1. *Sacrifice consumed by heavenly fire.* Jewish: *Neuman.

F962.2.2. *Pillar of fire reaches from heaven to earth.* (Cf. F774.2.1.) Jewish: *Neuman.

F962.2.3. *Fire from heaven cannot be quenched by water.* Jewish: Neuman.

F962.2.4. *Fire from heaven burns and freezes.* Jewish: *Neuman.

F962.2.5. *Extraordinary hot rain.* Jewish: *Neuman.

F962.3. *Star drops from heaven: is money.* BP III 233.
E741.1. Shooting star signifies that someone is dying.

F962.4. *Shower of blood.* Irish myth: Cross; Icelandic: *Boberg; Italian Novella: *Rotunda; Marquesas: Handy 65.

F962.4.1. *Shower of blood for three days and three nights.* Irish myth: Cross.

F962.4.2. Dew of blood from fingers of repentant woman. Irish myth: Cross.

F962.5. Extraordinary hailstones.

F962.5.1. Storm of gigantic hailstones. Irish myth: Cross.
A939. Hail-storm leaves chief rivers of Ireland.

F962.5.1.1. Hailstones, each as large as a crabapple. Irish myth: Cross
(F194.1.)

F962.5.2. Rain of fiery hailstones. Jewish: *Neuman.

F962.5.3. Triangular hailstones. Irish myth: Cross (F794.2).

F962.6. Shower of food. Jewish: Neuman.

F962.6.1. Shower of wheat. Irish myth: *Cross.

F962.6.2. Shower of manna. *Loomis White Magic 87; Jewish: Neuman.

F962.6.3. Shower of honey. Irish myth: *Cross.

F962.6.4. Shower of oil. *Loomis White Magic 87.

F962.7. Extraordinary dew.

F962.7.1. Sweet dew. Icelandic: Boberg.

F962.8. Other extraordinary showers.

F962.8.1. Shower of silver (money). Irish myth: *Cross.

F962.8.1.1. Shower of gold and silver rains upon king's ship at birth of his children.

F962.8.2. Rain of jewels. Jewish: Neuman.

F962.9. Icicles gathered by saint as firewood burn. Irish myth: Cross.

F962.10. Extraordinary mist (darkness). Irish myth: *Cross.

F962.10.1. Mist settles over lake after fight with serpent. Irish myth:
Cross.
B11.11. Fight with dragon.

F962.11. Extraordinary snow.

F962.11.1. Snow has taste of wine. Irish myth: *Cross.

F962.12. Holy object falls from heaven. Irish myth: Cross.
V180. Religious edifices and objects.

F962.12.1. Crozier falls from heaven for saint. Irish myth: Cross.
D1277. Magic crozier.

F962.12.2. Altar cloths descend from heaven. Irish myth: Cross.
V135. Altar cloths.

F962.12.3. Marvelous picture falls from sky in storm. Pauli (ed. Bolte)
319 No. 558.

F962.12.4. Written scroll (letter) received from heaven. Irish myth:
*Cross.
V151. Sacred writings.

F962.12.5. Mysterious leaf falls on church altar. Irish myth: Cross.

F962.13. *Raindrops as large as man's hand.* India: Thompson-Balys.

F963. *Extraordinary behavior of wind.*

F963.1. *Wind serves Solomon as horse and carries him everywhere.* Dh I 321.
D1520.28. Magic transportation in whirlwind.

F963.2. *Extraordinary wind blows arrows shot against Christians back against enemy.* Spanish Exempla: Keller.

F963.3. *Extraordinary wind bursts open locked doors of church to show that dead pope is worthy of burial there.* Spanish Exempla: Keller.

F963.4. *Wind carries ogre to his castle.* French Canadian: Sister Marie Ursule.

F964. *Extraordinary behavior of fire.* Irish myth: Cross.
H1573.14. Man commanded by saint to leap into fiery furnace.
Unharmed.

F964.0.1. *Pillar of fire (in sky).* Irish myth: *Cross; Jewish: *Neuman.
D1314.10. Fiery pillar guides person to church. F774.2.1. Pillar of fire.
V211.2.1. Fiery pillar is sign of Christ's visit. V222.0.1.1. Pillar of fire rises over woman pregnant with future saint.

F964.1. *Fire bends bough to shape of crozier.* (Cf. F979.5.) Irish myth: Cross.

F964.2. *Fire spares saint's tunic, though wearer is burned.* Irish myth: Cross.
D1052. Magic garment (robe, tunic).

F964.3. *Fire from extraordinary fuel.*

F964.3.1. *Extraordinary lamps burn with urine.* India: Thompson-Balys.
D1006. Magic urine.

F964.3.2. *Extraordinary blood catches fire.* India: Thompson-Balys.

F964.3.3. *Extraordinary corpse burns of its own accord.* India: Thompson-Balys.

F964.3.4. *Extraordinary stone catches fire.* (Cf. F960.2.3.) India: Thompson-Balys.

F964.4. *Blazing stick continues to burn even in water.* India: Thompson-Balys.

F964.5. *Indra's tank blazes like gold.* India: Thompson-Balys.

F965. *Premature darkness.* (Cf. F961.1.)

F965.1. *Darkness comes in daytime in order to save life of maiden about to be executed.* Chinese: Werner 266.
D2146.2.1. Night produced by magic.

F965.1.1. *Premature darkness at time of execution of innocent people.* U.S.: Baughman.

F965.2. *Sun darkened at death of holy person.* Usener Kleine Schriften IV 307; Jewish: Neuman; Icelandic: *Boberg.
Q147. Supernatural manifestations at death of pious person. V211.2.3.3. Sun darkened at Crucifixion.

F965.2.1. *Sun does not rise at death of hero.* Irish myth: Cross.

F965.3. *Impenetrable darkness.* Jewish: *Neuman.

F965.4. *Extraordinary darkness not dispelled by artificial means.* Jewish: Neuman.

F966. *Voices from heaven (or from the air).* *Penzer X 220 s.v. "Heaven"; Alphabet No. 800; *Loomis White Magic 53; Irish: *Cross, Beal XXI 314, 318, O'Sulleabhairn 38, 49; Jewish: bin Gorion Born Judas² I 367, *Neuman; India: Thompson-Balys.

F442.1. Mysterious voice announces death of Pan. F756.5. Extraordinary glen: mysterious shouting heard. F1041.8.8. Madness from hearing prophetic voice from air. M348. Murderer warned by God's voice that murder will be avenged. Q556.0.2. Voice from heaven pronounces curse of destruction on city. V223.3. Choral singing accompanies saint. V249.1. Angel makes proclamation.

F967. *Extraordinary behavior of clouds.*

F967.1. *Clouds protect fugitives.* Jewish: *Neuman.

F967.2. *Clouds with fragrance from paradise.* Jewish: Neuman.

F967.3. *Conversation between clouds.* Jewish: Neuman.

F967.4. *Thin cloud in form of rainbow.* Irish myth: Cross.

F968. *Extraordinary thunder and lightning.* Irish myth: Cross.
F560.1.1. Thunder report at birth of king. Q552.1. Death by thunderbolt as punishment.

F968.1. *Electric storm kills a thousand.* Irish myth: *Cross.

F969. *Extraordinary nature phenomena—miscellaneous.* Irish myth: Cross.

V211.1.3. Shining cloud marks place of Nativity.

F969.1. *Skies open, revealing heavenly company.* Irish myth: Cross.
V511.1. Visions of heaven.

F969.2. *Earth rises.* Irish myth: Cross.

F941. Building sinks into earth.

F969.3. *Marvelous light.* Irish myth: Cross.

F969.3.1. *Marvelous light reveals man hiding from saint.* Irish myth: Cross.
V222.1. Marvelous light accompanying saint.

F969.3.2. *Hero's light: appears around head of hero aroused to extraordinary feats of valor.* Irish myth: *Cross.

A526.6. Culture hero, when angry, subject to contortions. F574. Luminous person. F1041.16.6.3. Fiery column rises in front of angry warrior.

F969.4. *Extraordinary earthquake.*

F969.4.1. *Rumble in earth attends slaying of giant serpent.* Eskimo (Greenland): Holm 65.

F969.4.2. *Fight with monster child causes earth to rock like waves of the sea.* Eskimo (Mackenzie Area): Jenness 66.

F969.5. *Cultivated places suddenly become desert.* Jewish: Moreno Esdras (F964).

F969.6. *Sandhill grows around lover keeping watch till it covers all but his head.* India: Thompson-Balys.

F969.7. *Famine*. Icelandic: *Boberg; Hindu: Bradley-Birt 121.

K231.1. Mutual agreement to sacrifice family members in famine. Trickster refuses to carry out his part of the bargain. Kl603. Rich man orders poor people to dig a grave in order to bury them all in it as sacrifice to avert famine. N126.3. Lots cast to determine who has to be sacrificed in famine or in order to get wind. S110. Murders.

F970. *Extraordinary behavior of trees and plants*. Irish: Beal XXI 308, O'Suilleabhairn 27.

B765.11. Snake's venom kills tree. D1311.4.0.2. Falling of two trees reveals Savior's will as to separation of friends. D1487.3. Magic spell makes tree grow. D1563. Magic object controls conditions of soil. D1602.2.1. Fallen trees upraised at saint's request. D2157. Magic control of soil and crops. E631.0.2. Flower from grave bears letters. F54.2. Plant grows to sky. F810. Extraordinary trees, plants, fruits, etc. Q552.3. Failure of crops during reign of wicked king.

F971. *Miraculous blossoming and bearing of fruit*. Krappe Revue Hispanique LVI (1922) 5—24.

D966. Magic gardens and plants. D1667. Magic garden grows at once. F162.1. Garden in otherworld.

F971.1. *Dry rod blossoms*. "Type 756 ABC, 757; BP III 463, 465, 471 n. 1; *Dh II 265ff.; Fb "nåde" II 726b, "stav" III 541b; RTP IX 504, XIII 505, XV 61, XIX 66, 336, 532, XXI 123, XXV 141; **Andreyev FFC LIV 34, LXIX 126, 129ff., 241ff.; Saintyves Essais de folklore biblique 61ff.; Zs. f. Vksk. X 1961, XIII 72, XV 393; Alphabet No. 568; *Loomis White Magic 94, 114; Goebel Jüdische Motive im märchenhaften Erzählungsgut (Gleiwitz, 1932) 34ff.; Irish: Plummer cliv, *Cross, O'Suilleabhairn 108, Beal XXI 318, 334; Spanish: Espinosa Jr. No. 186; Jewish: *Neuman; West Indies: Flowers 438.

E631.0.5. Tree from innocent man's blood. Q521.1. Doing penance till green leaves grow on a dry branch.

F971.1.1. *Dry rod blossoms on night of saint's birth*. Irish myth: Cross.

F971.1.2. *Witch's horse-switch blossoms*. Irish myth: Cross. G290. Witch.

F971.1.3. *Moss grows on staff overnight*. (Cf. F979.18.) Irish: O'Suilleabhairn 49.

F971.2. *Rose grows from table (stone)*. Type 755; Fb "sten" III 554a, "rose" III 80a; P. Saintyves Le Thème du bâton qui reverdit (Revue d'Histoire et de la Littérature religieuses, III [1912] 330—49, 421—54). Q431.4. Banishment till rose grows from table for preventing childbirth.

F971.3. *Thorn growing in wound becomes tree*. Breton: Sébillot Incidents s.v. "épine".

F971.4. *Fruitless tree bears fruit*. Done at saint's request. *Dh II 9; Alphabet No. 290; Irish: Plummer cliv, *Cross.

F971.4.1. *Ash (alder, willow, etc.) tree bears apples ("fair fruit")*. Irish myth: *Cross.

F971.5. *Flowers bloom in winter*. Pauli (ed. Bolte) No. 686; Alphabet No. 475; *Pease Cicero De Divinatione 217 (U. of Illinois Studies in Language and Literature); Stier in Pauly-Wissowa XV (1932) 2026; Icelandic: Herrmann Saxo II 102, MacCulloch Eddic 320; Italian Novella: Rotunda.

D961.1. Garden produced by magic. D1664. Summer and winter garden. A garden blooms in winter. D2145.2. Summer magically lengthened. F161.2. Summer in otherworld when it is winter in world of mortals. F162.1.1. Everblooming garden in otherworld. H1023.3. Task: bringing berries (fruit, roses) in winter.

F971.5.1. *Fruit produced out of season at saint's request.* Irish: Plummer cliv, *Cross; India: Thompson-Balys.

F971.5.2. *Apples at Christmas.* Tree bears apples only at Christmas. Blossoms at midnight and is full of apples by morning. Pauli (ed. Bolte) No. 559.

F971.5.2.1. *Tree blossoms at midnight on Twelfth Night.* England: Baughman.

F971.6. *Flowers spring up when saint strikes ground.* Pauli (ed. Bolte) No. 675.
D1567.5. Stroke of staff brings water from rock.

F971.7. *Sowing and reaping same day.* Fb "så."
D1667. Magic garden grows at once. F815.1. Vegetables which mature in miraculously short time. H41.8. Test of royalty: ability to sow, reap, and winnow rice in one day.

F971.8. *Trees put forth leaves on arrival of God in paradise.* Jewish: Neuman.

F971.9. *Creeper which blossoms once only in a thousand years.* Buddhist myth: Malalasekera I 301, 871.

F973. *Plants and trees miraculously unbent.*

F973.1. *Trees unbent.* Irish myth: *Cross; Swiss: Jegerlehner Oberwald 317.

F973.2. *Walking on grass-blades without bending them.* Irish myth: Cross; Welsh: MacCulloch Celtic 189.
E469.9. In land of dead the dead walk on grass without bending it.
F255.5. Fairies do not bend grass as they walk.

F974. *Grass refuses to grow in certain spot.* Extraordinary event has happened there. Fb "græs" I 499b, IV 188a; Taylor Attila and Modern Riddles, JAFL LVI (1943) 136-37; Icelandic: Boberg.
F739.3. Hill on which snow always melts. H215.3. Grass refuses to grow: indication of innocence of man hanged there.

F974.1. *Grass will not grow where blood of murdered person has been shed.* England: *Baughman.

F975. *Garden becomes wilderness.*

F975.1. *Garden becomes wilderness because of owner's wickedness.* India: Thompson-Balys.
D2081. Land made magically sterile.

F975.2. *After persecuted queen has been driven away from palace, trees do not bear fruits, flowers cease to bloom, and birds do not sing.* India: Thompson-Balys.

F979. *Extraordinary behavior of trees and plants—miscellaneous.*
D1648. Tree bends to certain person. HTL10.1. Tree bows before prince.

F979.1. *Sour fruits made sweet by saint.* *Loomis White Magic 80; Irish: Plummer cliv, *Cross; Japanese: Ikeda.

F979.2. *Leaves of tree open and close to give saint passage.* Irish: Plummer cliv, Cross.
D1550. Magic object miraculously opens and closes.

F979.3. *Leaves of tree make melody for saints.* Irish: Plummer cliv, Cross.

F979.4. *Tree seizes person and lifts him up.* Africa (Nago): Trautmann
La Littérature populaire à la Côte des Esclaves (Paris, 1927) 6ff.

F979.5. *Bough miraculously does not burn.* (Cf. F964.1.) Irish myth:
*Cross.

F979.5.1. *Unconsumed burning bush.* Jewish: Neuman.

F979.6. *Tree grows through handle of saint's bell.* Irish myth: Cross.

F979.7. *Hollow in tree grows over, giving sanctuary to relics within.*
Irish myth: *Cross.
VI40. Sacred relics.

F979.8. *Forest springs up from twig (twigs).* Irish myth: *Cross.
D941.1. Forest produced by magic.

F979.9. *Flowers pressed yield wine.* Irish myth: *Cross.

F979.10. *Flower from otherworld (Land of Promise) miraculously appears to persons (saints).* Irish myth: *Cross.
F379.1.2. Tokens brought back by mortal on returning from fairyland.
F382.4. Bird brings flower from foreign land.

F979.11. *Trees spring up to commemorate birth of primitive hero (demigod, deity).* (Cf. F960.1.) Irish myth: *Cross.
A901. Topographical features caused by experiences of primitive hero (demigod, deity).

F979.12. *Trees spring up from blood spilled on ground.* (Cf. D1003.)
Irish myth: Cross.

F979.13. *Convention of trees.* Moreno Esdras (F979.4).

F979.14. *Grub's urine waters tree.* (Cf. D1027.) India: Thompson-Balys.

F979.15. *Tree sheds all its leaves out of sympathy.* India: Thompson-Balys.

F979.16. *Magic tree will allow person to take only two of its fruits.*
India: Thompson-Balys.
D950. Magic tree. D1648. Tree bends to certain person.

F979.17. *Plants grow without being sown.* Jewish: Neuman.

F979.18. *Grass grows anew every night.* (Cf. F971.1.3.) Jewish: Neuman.

F979.19. *Extraordinary tree supports pious man and his family.* Jewish:
*Neuman.

F979.20. *Tree's branches turn upward when idolators rest beneath it.*
Jewish: *Neuman.

F979.21. *Tree which has two singing blossoms.* Hawaii: Beckwith Myth
284.

F979.22. *Tree acts as master of ceremonies while gods drink.* Tonga:
Beckwith Myth 74.

F979.23. *Trees wither when tragic things happen.* Jewish: *Neuman.

F980. *Extraordinary occurrences concerning animals.*
A1091.1. Three horses from dove's egg on last day. B100. Magic animals.
B182.1. Magic cow gives red milk. B250. Religious animals. B500. Magic power from animals. B523.3. Woman slandered as adulteress is thrown into lion pit. The lions do not harm her. B700. Fanciful traits of animals.
E782.4. Horse's leg cut off and replaced. F159.1. Otherworld reached by

hunting animal. F1068.5. Animal escapes by slipping out of skin. Q183.1. Cow white-headed during reign of good king. T573.0.1. Short pregnancy in animals. VI34.3. Fish in water from certain well: water refuses to boil until fish are returned to well.

F981. Extraordinary death of animal.

B17.1.2.2. Hostile hound killed by reaching through hollow log in its jaws and tearing heart out. F966.2.5.3. Earthquake at dragon's death.

F981.1. Serpent bursts asunder. Dickson 54, 195 n. 78.

F981.1.1. Animal bursts from anger. India: Thompson-Balys.

F981.2. Bull melts away after evil spirit has issued from him. Dickson 197 n. 84.

F402.1. Deeds of evil spirits.

F981.3. Animals killed by trickster's breaking wind. Koryak: *Jochelson JE VI 381 No. 68.

F981.4. Fiery bolt from heaven kills devastating animal. Irish myth: Cross.

B16. Devastating animals.

F981.5. Ashes thrown into stream dissolve animals. Irish myth: Cross.

F981.6. Animal dies of broken heart. Irish myth: *Cross.

F1041.1. Death from broken heart.

F981.6.1. Animal's broken heart disgorged. Irish myth: Cross.

F981.7. King of cats killed by glowing mass of iron thrown by saint. Irish myth: *Cross.

F981.8. Giant magic boar slain by tearing out entrails from behind. Irish myth: Cross.

F982. Animals carry extraordinary burden.

B550. Animals carry men.

F982.1. Eagles carry castle in air. DeVries FFC LXXIII 388; French Canadian: Barbeau JAFL XXIX 12.

F771.2.1.2. Castle carried through air by four eagles.

F982.1.1. Great flock of birds lift grayhound and garments into air. Irish myth: Cross.

F982.2. Four cats carry coffin. Type 326; Fb "ligkiste" II 422b.

F982.3. Hawk carries hand of man to saint displeased by handclasp. Irish myth: Cross.

B250. Religious animals. Q587. Miraculous punishment through animals.

F982.4. Bird brings flower from foreign land. Irish myth: Cross.

F982.5. Crocodile carries extraordinary burden. India: Thompson-Balys.

F982.6. Toad carries seven stone mortars on his head. Chinese: Graham.

F982.7. Toad carries tree on back. Chinese: Graham.

F982.8. Crab carries in his ear cat, tiger, bamboos, river. India: Thompson-Balys.

F983. Extraordinary growth of animal. Icelandic: Boberg.

F983.0.1. Extraordinary quick growth of animal. (Cf. T585.) Irish myth: Cross.

F983.1. *Snail grows and fills house entirely.* N. A. Indian (Tahltan): Teit JAFL XXXIV 229 No. 36, (Tlingit): Swanton BBAE XXXIX 151.

F983.2. *Louse fattened.* *Type 621; BP III 483; *Köhler-Bolte I 134, *601a; *Bolte Zs. f. Vksk. XVI 242 No. 23, XVII 229; Polívka Archiv. f. slav. Philol. VII 317 No. 65, XXVI 464; Sébillot France III 334 n. 4; Leskién Balkanmärchen No. 20; *Cosquin Contes indiens 529ff.; Italian: Basile Pentamerone I No. 5; Algerian: Desparmet Contes Pop. rec. à Blida 407; India: Thompson-Balys.
F983.1. Giant louse. H522.1. Test: guessing origin of certain skin.

F983.3. *Cat grows as large as a cow in a minute.* Chinese: Graham.

F983.4. *Extraordinary growth of ox horns.* German: Grimm No. 112.

F984. *Extraordinary protection for animal.*

F984.1. *Horse sewed in buffalo-hides.* As protection against a greater horse, hero's horse is sewed in nine buffalo-hides. Köhler-Bolte I 469; *Cosquin Contes indiens 417ff.
F984. Extraordinary armor.

F985. *Animals change color.*
F731. Fanciful color of animal. D682.4. Partial transformation — color changed. F1082. Person changes color.

F985.1. *Black sheep turn white.* (Cf. H1023.6.) Types 425, 428, 756C*; Andrejev FFC LIV passim; Boberg Classica et Medievalia I 1938.

F986. *Extraordinary occurrences concerning fishing.* Irish myth: Cross.

F986.1. *Clerics catch fish with regularity.* Irish myth: Cross.

F986.2. *Salmon caught out of season for saint.* Irish myth: Cross.

F986.3. *Salmon comes every seventh year to certain place.* Irish myth: *Cross.

F986.4. *Stranded fish do not decay for a year.* Irish myth: Cross.

F986.5. *Shores flooded with sea-fish.* Irish myth: Cross.

F987. *Animal controls sex of offspring.*

F987.1. *Bird controls sex and appearance of offspring.* Hatches seven eggs—three under each wing and one under breast. The right wing hatches three red males, the left three green females. The egg under the breast shares the characteristics of both sex and color—but dies. Italian Novella: Rotunda.

F988. *Extraordinary limbs of animals.*

F988.1. *Ox's leg acts as person.* Africa (Hausa): Equilbecq III 291ff.

F988.2. *Hoofs of horses drop from their feet because of heat.* Jewish: *Neuman.

F988.3. *Apertures of animals' bodies closed up in certain land.* Jewish: Neuman.

F989. *Extraordinary occurrences concerning animals—miscellaneous.* Irish myth: Cross.

F989.1. *Horse jumps over high wall.* Breton: Sébillot Incidents s.v. "cheval". Cf. Type 530.
F1071. Prodigious jump.

F989.1.1. *Horse's tremendous leap.* India: *Thompson-Balys.

F989.2. *Bird's red eye cooks meat.* Looks so intently at it that it heats and cooks. N. A. Indian (Maidu): Dixon BAM XVII 65.

F989.3. *Cuckoo-clock.* Bird calls out the hours. Hdwb. d. Märchens s.v. "Baum bewacht".
B122.4. Bird announces time for sunrise and sunset.

F989.4. *Man rides on back of fleeing wild boar.* (Cf. B557.) Irish myth: Cross; Icelandic: Boberg.

F989.5. *Sheep never harmed by wild beasts.* Jewish: *Neuman.

F989.5.1. *Sheep kill wolves.* Jewish: *Neuman.

F989.6. *One bull, one cow survive plague.* Irish myth: Cross.
A2021.1. Pairs of animals in ark.

F989.7. *Swine kick trees to cause fruit to fall.* Irish myth: Cross.
B183. Magic boar.

F989.8. *Mother-love induced in animal.* Irish myth: Cross.
B773. Animal with human emotions.

F989.9. *Milk from saint's cows forms lake.* Irish myth: Cross.

F989.10. *Animals distribute parts of man's body in accordance with prophecy.* Irish myth: Cross.
M340. Unfavorable prophecies.

F989.11. *Animal as mighty drinker.* Irish myth: *Cross.
F633. Mighty drinker

F989.11.1. *Cow lowers ocean by drinking.* India: Thompson-Balys.
H1142.2. Task: drinking the sea dry. K82.1.1. Deceptive drinking contest: rising and falling tide.

F989.12. *Sea animal found inland.* Irish myth: Cross.

F989.13. *Animal dives into lake and disappears.* Irish myth: *Cross.
C918. Mare from water world disappears when she is scolded and her halter used for common purposes.

F989.14. *Birds hover over battlefield.* Irish myth: *Cross.

F989.15. *Hunt for extraordinary (magic) animal.* Irish myth: *Cross.
F169.1. Otherworld reached by hunting animal. H1154. Task: capturing animals. H1222. Prince a-hunting enters on quest. NT70. Experiences leading to adventures.

F989.16. *Extraordinary swarms of birds.*

F989.16.1. *Swarms of quails serve as food for Israelites.* Jewish: Neuman.

F989.16.2. *Swarms of birds darken sun and moon.* Jewish: *Neuman.

F989.17. *Marvelously swift horse.* Jewish: *Neuman; India: Thompson-Balys.

F989.18. *Boar hung in spider's web.* India: Thompson-Balys.

F989.19. *Cock with enormous silver ears.* India: Thompson-Balys.

F989.20. *Egg becomes crowing cock.* Irish myth: Cross.

F989.21. *Spider spins web across sky.* India: Thompson-Balys.

F989.22. *Animals eat extraordinary food.*

F989.22.1. *Fowls eat gold and silver.* India: Thompson-Balys.

F989.22.2. *Tiger lives on self-cooking food.* India: Thompson-Balys.
D1601.10. Self-cooking vessel.

F989.22.3. *Pig swallows necklace.* India: Thompson-Balys.

F989.22.4. *Animals live on pearls.* India: *Thompson-Balys.

F989.23. *Frog pierces hardest metals and marbles.* Jewish: *Neuman.

F989.24. *Frogs cast themselves into oven-flames and devour bread.*
Jewish: *Neuman.

F990. *Inanimate objects act as if living.* Irish myth: *Cross.
D1210. Magic musical instruments. D1213. Magic harp. D1300. Magic object gives supernatural wisdom. D1314. Magic object indicates desired place. D1523. Self-moving vehicle. D1600. Automatic object. D1641. Object removes itself. D1623.5.1.17.3. Roaring of shields as evil omens. D2091.12. Plants and animals magically caused to shriek, frightening enemy. F931.4.2. Waves moan (shriek) during battle.

F991. *Object bleeds.*
D474. Transformation: object becomes bloody. D1624. Image bleeds.

F991.1. *Bleeding lance.* Stream of blood flows from it into silver cup.
(Cf. D1086.) *Brown PMLA XXV (1910) 1; *Gaster FL II 57; Irish myth: *Cross; Welsh: MacCulloch Celtic 202.
F832. Extraordinary lance.

F991.1.1. *Bleeding knife.* Jewish: Neuman.

F991.2. *Bleeding bone.* Man cuts into dry bone that bleeds. Fb "hole" I 747a; Japanese: Ikeda.

F991.2.1. *Dry bone smells as sign of forgiveness.* Icelandic: Boberg.

F991.3. *Bleeding cake. Bleeds when cut.* Irish myth: *Cross.
D474.3. Transformation: cake becomes bloody.

F991.3.1. *Bleeding loaf of bread.* German: Grimm No. 205.

F991.4. *Shrine bleeds.* Irish myth: Cross.

F991.4.1. *Desecrated altar bleeds.* Irish myth: Cross.

F991.5. *Bleeding rock.* Jewish: *Neuman.
D1317.12.1. Stone bleeds three days before church is plundered. H1572.1. Stone under fertile woman issues milk; under barren woman, issues blood.

F992. *Plant shrieks when uprooted.*
D1610. Magic speaking objects.

F992.1. *Mandrake shrieks when uprooted.* Stark Der Alraun; Taylor JAFL XXXI 561.
D965.1. Magic mandrake.

F993. *Sunken bell sounds.* *Sartori Zs. f. Vksk. VII 113, 270, VIII 29; England: Baughman; Finnish-Swedish: Wessman 72 No. 610; Lithuanian: Balys Index No. 3610.
D1213. Magic bell. D1610.15. Speaking bell. D1654.10.1. Bell sunk in sea can be raised only under certain conditions. F725.8. Bell brought from monastery under water. VI15.1. Churchbell sunk in river.

F993.1. Sunken bell sounds at certain times. England, Wales: *Baughman.

F994. Object expresses sorrow. Irish myth: Cross.
F932.6.2. River dries up its waters out of sympathy. F960.2. Extraordinary nature phenomena at death of hero.

F994.1. Books show sorrow for owner's death by falling from shelf. Irish myth: Cross.

F994.2. Chariots, stones, weapons join in keen at hero's death. Irish myth: Cross.
F801. Weeping rocks. F830. Extraordinary weapon. F861. Extraordinary wagon (cart, carriage, etc.).

F995. Shield shrieks in battle. Irish myth: *Cross.
D1101.1. Magic shield. D1610.9.1.1. Sword shrieks when it feels the bone.

F996. Waters react to words of poet. Irish myth: *Cross.
D2151. Magic control of waters. F930. Extraordinary occurrences concerning seas and waters. P427. Druid (poet, learned man).

F997. Sword pierces rock when possessor will break it. Icelandic: Boberg.

F997.1. Sword is spoken to as to human being. Icelandic: *Boberg.

F998. Combat with horse's sex organ. (Cf. D1469.5.) Icelandic: Boberg.

F1001. Extraordinary heads act as living objects. Moreno Esdras (F995).

F1002. Substituted silver hand used as if it were of flesh and blood.
*Loomis White Magic 125.

F1005. Cooked food grows when planted.
J1932.3. Sowing salt to produce salt.

F1005.1. Cake, planted in the field, grows and after a time bears cakes.
India: Thompson-Balys.

F1006. Extraordinary activity of mountains. (Cf. F755.)
D1552. Mountains or rocks open and close. D2136.3. Mountains moved by prayer.

F1006.1. Mountain moves so that its rocks enter into caves of other mountain. (Cf. D932.) Jewish: Neuman.

F1006.2. Mountain moves to person. (Cf. D932, F755.) Jewish: Neuman.

F1006.3. Mountain trembles. Jewish: Neuman.

F1009. Inanimate object acts as if living.

F1009.1. Doorpost of room rises for holy person. Jewish: Neuman.

F1009.2. Gate swallows axes trying to force it open. Jewish: Neuman.

F1009.3. Altar shakes when unworthy man is elected. (Cf. D1169.) Jewish: Neuman.

F1009.4. Twelve stones unite to become one. (Cf. D931.) Jewish: *Neuman.

F1010. Other extraordinary events.

F1011. Sunbeam as support.
D2121.10. Magic journey on sunbeam. F182.1.2. Bridge of sunbeam to otherworld.

F1011.1. *Clothes hung on sunbeam.* Fb "solstråle"; De Vries Germanisch-romanische Monatsschrift 1922, 40 n. 2; *Loomis White Magic 29; Irish: Plummer cxxxix, *Cross, O'Sullivanbain 101, 106, Beal XXI 332f.; Swiss: Jegerlehner Oberwallis 301 No. 19, 306 No. 19, 309 No. 10, 328 No. 6; Spanish: Boggs FFC XC 146 No. 1805A, 1805B.
 V29.3. Miracle attests fact that man does not need to confess. He hangs his sack on a sunbeam. V43. Holy man has his own mass. When upbraided for not coming to mass, he hangs his coat on a sunbeam.

F1011.1.1. *Gospel-book hung from saint's shoulders without strap.* Irish myth: Cross.

F1011.2. *Sitting (hanging) on a sunbeam.* *Köhler-Bolte II 98ff.
 K1054. Robber persuaded to climb down the moonbeam.

F1014. *Dice game that lasts for nine years.* India: Thompson-Balys.

F1015. *Extraordinary occurrences connected with shoes.*
 H241. Worn-out shoes as proof of long journey. H1231. Large boot-supply for journey. Quest is to be so long that many boots are to be worn out. H1583.1. Time measured by worn iron shoes.

F1015.1. *Shoes miraculously worn out.*

F1015.1.1. *The danced-out shoes.* Every morning girl's shoes are danced to pieces. *Type 306; BP III 78; *Fb "sko" III 288b; Finnish: Aarne FFC XXXIII 39 No. 8**.
 D2174. Magic dancing.

F1015.1.2. *Woman has worn out carriage-load of shoes with walking.* Hartland Science 199.

F1015.2. *Wearing shoes only when crossing river.* Filipino: Fansler MAFLS XII 64, 351.

F1015.3. *Bill of sale written on man's sandal.* Jewish: Neuman.

F1016. *Man carries extraordinary luggage.*
 F982. Extraordinary burden carried by animals.

F1016.1. *Man puts his horse in his sleeve when he does not need it.* India: Thompson-Balys.

F1017. *Man washes clothes blindfolded.* India: Thompson-Balys.

F1021. *Extraordinary flights through air.* Irish myth: *Cross; Spanish: Espinosa Jr. Nos. 91, 92; Jewish: *Neuman.
 B552. Man carried by bird.

F1021.1. *Flight on artificial wings.* *Type 575; *BP II 131; Penzer IX 149; Köhler-Bolte I 120; *Chauvin V 231 No. 130; Greek: Frazer Apollodorus II 139 n. 2 (Daedalus); India: Thompson-Balys; Chinese: Ferguson 35.
 B540.1. Birds throw off some of their feathers to the hero in danger and he flies off. D1118. Magic airships. R215. Escape from execution pyre by means of wings.

F1021.2. *Extraordinary effect of high flight.*

F1021.2.1. *Flight so high that sun melts glue of artificial wings.* Irish myth: Cross; Greek: Frazer Apollodorus II 139 n. 2 (Icarus).
 AT24.1. Charioteer of the sun. The sun drives his own chariot. L421. Attempt to fly to heaven punished.

F1021.2.2. *Flight so high that eyelids drop from cold.* (Cf. B552.1.) Gaster Exempla 186 No. 5.
 B552.1. Alexander carried by two birds with meat held in front of them.

F1021.3. *Man learns to fly.* Chinese: Graham.

F1021.4. *Man kicked so hard that he flies through the air and is never seen again.* German: Grimm No. 90.

F1022. *Extraordinary descent into ocean.*

F1022.1. *Descent into ocean in glass box.* Jewish: Gaster Exempla 186 No. 5; bin Gorion Born Judas² III 136, 306, *Neuman.

F1023. *Creation of a person by cooperation of skillful men.* *Type 945; *BP III 53; Icelandic: MacCulloch Eddic 327.
 A1216. Man created by cooperation of the gods. D435.1.1. Transformation: statue comes to life. H621. Skillful companions create woman: to whom does she belong?

F1025. *Objects go journeying together.* India: Thompson-Balys; Japanese: Ikeda; Korean: Zong in-Sob 161.
 B296. Animals go a-journeying.

F1025.1. *Bean, straw, and coal go journeying.* Coal burns straw in two and falls into the water. Bean laughs until it splits. *Type 295; BP I 135; India: Thompson-Balys.
 A2741.1. Bean laughs until it splits. B295.1. Mouse makes boat of bread-crust. Takes animals and birds into boat. It capsizes. J512.7. Mouse, bird, and sausage keep house together.

F1025.2. *Turtle's war-party.* Turtle recruits war-party of strange objects (knife, brush, awl, etc.) and animals. Because of their nature the companions get into trouble. N. A. Indian: *Thompson Tales 302 n. 108. Cf. Japanese: Mitford 185ff., Ikeda.
 F601.7. Animals as extraordinary companions.

F1025.2.1. *Eggplant, needle, and cowdung go on warpath.* India: Thompson-Balys.

F1031. *Ship wrapped with feather-beds and canvass and pitched (so as to save it).* English: Child V 496 s.v. "ship".

F1032. *Person walks unceasingly for year.* Africa (Angola): Chatelain 33 No. 1.

F1032.1. *Person wanders unceasingly for hundred and fifty years.* Irish myth: Cross.

F1033. *Person lives without food or drink for a year (or more).* Type 706; Irish myth: *Cross; German: Grimm No. 31.
 V229.2.12.2. Saint lives for 300 years without eating food. V962.2. Ascetic fasting.

F1033.1. *Person lives on water (from holy well) for a year.* Irish myth: *Cross.

F1034. *Person concealed in another's body.* *Penzer VII 114ff.
 E725. Soul leaves one body and enters another. F910. Extraordinary swallowings. G29.2. Witch carries her children in her own body. G302.18. Devil enters body of another. K1175. Minister dupes Raja into entering body of dead parrot; then enters Raja's body. K1969.3.1. Impostors: servant enters dead body of master and takes his place.

F1034.1. *Husband concealed in wife's ear.* Hindu: Tawney II 578.
 D55.2.4. Ten serving-women carried in bottle. D2185. Magician carries woman in glass coffin.

F1034.2. *Magician carries mistress with him in his body.* She in turn has

paramour in hers. Wesselski Märchen 186 No. 1; *Cosquin Études 276ff.; Chinese: Chavannes 500 Contes I 378 No. 109.

F111.1. God swallows his wife and incorporates her into his own being. J582.2. Man with unfaithful wife comforted when he sees jealous husband who carefully guards wife cuckolded. J141.2. Magician assigned three places at a table. He confesses to carrying two persons in his body. K1510. Adulteress outwits husband. T382. Attempt to keep wife chaste by carrying her in box. In spite of all precautions she meets men.

F1034.2.1. *Ascetic carries woman in his hair, but she has two lovers in her cloak and outwits him.* India: *Thompson-Balys.

F1034.3. *Person's thigh as hiding place.*

F1034.3.1. *Man hides sister in wound in his thigh to protect her.* India: Thompson-Balys.

F1034.3.2. *Bottle concealed in person's thigh.* India: Thompson-Balys.

F1034.3.3. *Garment hidden in hole cut in thigh.* India: Thompson-Balys.

F1034.3.4. *Jewell hidden in wound cut in thigh.* India: Thompson-Balys.

F1034.4. *Person's armpit as hiding place.* Hawaii: Beckwith Myth 169f.

F1034.5. *Other parts of person's body as hiding place.* Tuamotu: Stimson MS (z-G. 1/96).

F1034.5.1. *Key to house concealed in man's heart.* Africa (Angola): Chatelain III No. 8.

F1035. *Disintegration: man eats himself up or dismembers himself.* N. A. Indian: *Thompson Tales 304 n. 109m.

G51.1. Person eats self up.

F1036. *Hand from heaven writes on wall.* Jewish: *Neuman.

F1037. *Object thrown from heaven.* Jewish: *Neuman.

F1037.1. *Footstool thrown from heaven.* *Type 800; *BP I 342; *HdwB. d. Märch. s.v. "Schneider im Himmel".

D811.2. Magic object falls down from heaven.

F1038. *Person without shadow.* *Type 755; H. C. Andersen "Skyggen"; Fb "skygge" III 347; *HdwB. d. Abergl. IX Nachträge 133ff.; Spanish: Boggs FFC XC 47 No. 325A*.

G302.4.4. Demon without shadow. Q552.9. Punishment: woman who has prevented birth of children casts no shadow.

F1038.1. *Man attends devil's school to learn witchcraft, has no shadow afterward.* Scotland: Baughman.

F1038.2. *Man has witch aid him in reaping contest, the devil to get the hindmost. The devil tries to take the man but gets shadow instead.* (Cf. G303.19, K210.) Scotland: Baughman.

F1041. *Extraordinary physical reactions of persons.*

E782. Limbs successfully replaced. F460.4.2.3. Mountain-spirit teaches hero swordsmanship. F544.0.1.1. Mouth opens so wide that lungs (gullet) may be seen. F505.5. Extreme fear as cure for sickness. N383. Man falls dead from sudden realization. F231.1. Boy sickens from grief at mother's death. P341. Teacher dies of pride over success of pupil. R361. Fugitive dies when caught. T182. Death from intercourse. T572.2.5. Abortion caused by fear. T581.6. Noise of battle precipitates birth. T592. Milk suddenly appears in woman's dry breast. T611.1. Child nourished by sucking its own fingers.

F1041.0.1. *Neophyte shows no reaction when saint's staff pierces his foot.* Irish myth: Cross.

F1041.1. *Extraordinary death.*

F1041.1.1. *Death from broken heart.* Penzer II 132, VII 24f., 103; Heptameron No. 9; Irish myth: Cross; Icelandic: *Boberg; Greek: Grote I 134; Jewish: *Neuman; India: *Thompson-Balys; West Indies: Flowers 438.

B301.4.7. Faithful horse dies together with its master. B301.7. Faithful lapdog dies when mistress dies. F981.6. Animal dies of broken heart. F1041.21. Reactions to excessive grief. K1067.1. Message falsified to bring about death of lovers. N343. Lover (mistress, wife) dies, believing loved one dead. N384. Death from fright. P231.1. Boy sickens from grief at mother's death. T81. Death from love. T210. Faithfulness in marriage.

F1041.1.1.1. *Heart breaks at third drink from silver canister.* Fb "hjærté" I 631.

F875. Iron bands around heart to keep it from breaking.

F1041.1.1.2. *Heart breaks when girl hears lover kiss another.* Italian: Basile Pentamerone III No. 3.

F1041.1.1.3. *Heart breaks from sorrow.* Hdwb. d. Märchens I 439a n. 267; Irish myth: *Cross; Italian Novella: *Rotunda; Buddhist myth: Malalasekera I 883.

T211. Faithfulness to marriage in death.

F1041.1.1.4. *Hearts break when lovers are told beloved is dead.* Irish myth: *Cross.

T80. Tragic love.

F1041.1.2. *Death from grief for death of lover or relative.*

F1041.1.2.1. *Lover dies beside dying sweetheart.* Italian Novella: *Rotunda.

F1041.1.2.2. *Woman dies on hearing of her husband's death.* Irish myth: Cross; Icelandic: *Boberg.

F1041.1.2.2.1. *Woman swoons and is near death at hearing of husband's or lover's death.* Icelandic: Boberg.

F1041.1.2.2.2. *First woman in Ireland to die of grief for the death of her husband.* (Cf. A1335, A1611.5.4.1.) Irish myth: Cross.

F1041.1.2.2.3. *Death from hearing of wife's death.* India: Thompson-Balys.

F1041.1.2.2.4. *Death from hearing of son's (sons') death.* Icelandic: *Boberg.

F1041.21.5. Man senseless from grief at hearing of father's death: doesn't feel that he cuts himself with his knife and presses dice so that he bleeds. F1041.9.1.1. Man keeps to his bed, mourning over drowned son. R2373. Enemies reconciled by gifts which the one's son tells are sent from the other. P233. Father and son. S11.2. Jealous father sends son to upper world on stretching tree. S21.3. Prince takes kingdom from his father and has his eyes put out.

F1041.1.3. *Death from sorrow or chagrin.*

F1041.1.3.1. *Maiden who has been falsely accused apparently dies of sorrow.* She revives on being prepared for burial. Italian Novella: Rotunda.

F1041.1.3.2. *Servant grieves over master's death.* Kills wife and himself. Italian Novella: Rotunda.

P261.1. Faithful servant dies for his master.

F1041.1.3.3. *Woman dies on having secret love exposed.* Italian Novella: Rotunda; Heptameron No. 70.

F1041.1.3.4. *Priest dies from having been duped into deceptive bargain.* Italian Novella: Rotunda.
K100. Deceptive bargains.

F1041.1.3.5. *Man dies on learning of wife's adultery.* Italian Novella: Rotunda.

F1041.1.3.6. *Heart breaks when girl learns men are slain in battle on her account.* Irish myth: *Cross; Italian Novella: Rotunda.

F1041.1.3.7. *Woman dies of broken heart on learning that her former husband is still alive.* She had remarried thinking him dead. Cent Nouvelles Nouvelles No. 69; Italian Novella: *Rotunda.

F1041.1.3.8. *Man dies from grieving over mother's death.* Cent Nouvelles Nouvelles No. 77; Italian Novella: Rotunda.

F1041.1.3.9. *Death from excitement at news of Christ's crucifixion.* Irish myth: Cross.

F1041.1.3.10. *Death from chagrin.* Man cannot answer question. Alphabet No. 186.
J2065.1. Queen grieves herself to death over fate of her children after her death.

F1041.1.3.10.1. *Guilty persons being confronted with their crimes become "insensate like trees."* India: Thompson-Balys.

F1041.1.4. *Death from longing.* Irish myth: Cross.
F259.1.3. Fairy dies of longing for fairyland.

F1041.1.5. *Death from excessive joy.* Heptameron No. 9; India: Thompson-Balys, Penzer VII 103.

F1041.1.5.1. *Bridegroom dies from joy.* Italian Novella: Rotunda.

F1041.1.5.2. *Stranger dies from joy on being rewarded by ruler.* Italian Novella: *Rotunda.

F1041.1.5.3. *Mother dies from joy on greeting long-absent son.* Italian Novella: Rotunda.

F1041.1.5.4. *Death from joy of kiss.* Italian Novella: Rotunda.

F1041.1.6. *Death from sight of beautiful woman.* (Cf. F1041.8.1.) India: Thompson-Balys.

F1041.1.6.1. *Fainting away at sight of goddess.* India: Thompson-Balys.
A180. Gods in relation to mortals. C31.1. Tabu: looking at supernatural wife. T24.2. swooning for love.

F1041.1.7. *Man dies when he learns storm is magic.* Irish myth: Cross.
D905. Magic storm.

F1041.1.8. *Death on beholding hell.* Irish myth: Cross.

F1041.1.9. *Death from jealousy.* Irish myth: Cross.
T257. Jealous wife or husband.

F1041.1.10. *Death (illness) from envy.* Irish myth: Cross.

F1041.1.11. *Death from fear.* (Cf. F1041.17.) Irish myth: Cross; India: *Thompson-Balys.
 *N364. Death from fright. W121.8. Illness from fear.

F1041.1.11.1. *Suicide from fear of starving.* Icelandic: *Boberg.
 S110.1. Old people killed in famine.

F1041.1.11.2. *Death from fear of demons.* Irish myth: *Cross.

F1041.1.11.3. *Suicide from fright of evil prophecy.* Icelandic: Boberg.

F1041.1.11.4. *Man dies from frog's bite, thinking it snakebite.* India: Thompson-Balys.

F1041.1.12. *Death from horror.* Irish myth: *Cross.

F1041.1.13. *Death from shame.* Irish myth: *Cross; India: Thompson-Balys.

F1041.1.13.1. *Girl dies of shame at being seen naked.* Irish myth: *Cross.

F1041.1.13.2. *Woman dies of shame at seeing naked man (husband).* Irish myth: *Cross.
 C313.1. Tabu: woman seeing nude man.

F1041.2. *Horripilation.* Hair rises on end in extraordinary fashion from joy, anger, or love. Irish myth: Cross; Icelandic: Boberg; Hindu: Penzer I 120, VII 60, 139 n. 2, 179, VIII 46 n. 1, 94 n. 1; Korean: Zong in-Sob 83; Missouri French: Carrière.
 A526.6. Culture hero, when angry, subject to contortions.

F1041.3. *Person goes blind from overweeping.* Malone PMLA XLIII 410; Jewish: *Neuman; India: *Thompson-Balys.

F1041.4. *Person melts away from heat.* Irish myth: *Cross; Africa (Efik-Ibibio): Dayrell Folk Stories from Southern Nigeria (London, 1910) 84; Jamaica: *Beckwith MAFLS XVII 263 No. 68.

F1041.5. *Poison of hydra corrodes the skin.* Greek: Frazer Apollodorus I 269 n. 2.
 B15.1.2.7. Hydra.

F1041.6. *Buttons burst as consequence of violent emotion.* English: Child II 186, IV 101, 302.

F1041.6.1. *Necklace bursts as consequence of violent emotion.* Icelandic: Boberg.

F1041.7. *Hair turns gray from terror.* *Chauvin VII 112 No. 379 bis n. 1; Korean: Zong in-Sob 81.

F1041.8. *Extraordinary madness.* Fb "sær" III 723b.
 D2065.2. Insanity from seeing strange sight.

F1041.8.1. *Madness from seeing beautiful woman.* (Cf. F1041.1.6.) Penzer II 6ff., VII 66ff.; India: *Thompson-Balys.
 B771. Animal tamed by maiden's beauty. F574.1.1. Woman's beauty burns onlooker. T39.2. Man grows pale and has palpitations when in presence of loved one.

F1041.8.1.1. *Madness from sight of magically beautiful man.* India: Thompson-Balys.

F1041.8.2. *Madness from grief.* (Cf. F1041.21.5.) Child V 487 s.v. "lover".

F1041.8.3. *Madness from seeing ugly ogre.* Irish myth: Cross.
G380. Ogres with monstrous features.

F1041.8.4. *Madness from thirst.* Irish myth: Cross.

F1041.8.5. *Madness from overeating.* Irish myth: Cross.

F1041.8.6. *Men go mad in battle.* Irish myth: *Cross; Icelandic: *Boberg.
F873.0.1. Battle rage makes army unconquerable. F1041.16.6. Extraordinary physical reactions of angry warriors in battle.

F1041.8.7. *Mad warriors fly up into clouds.* (Cf. F1041.16.6.) Irish myth: *Cross.
D2135.0.1. Levitation.

F1041.8.8. *Madness from hearing prophetic voice from air.* Irish myth: Cross.
F866. Voices from heaven (or from the air). M340. Unfavorable prophecies.

F1041.8.9. *Madness from regret that knight has forsaken his wife.* Icelandic: Boberg.

F1041.8.10. *Madness (rage) from hearing about brother's death.* Icelandic: Boberg.

F1041.8.11. *Madness from loss of fortune.* India: Thompson-Balys.
N350. Accidental loss of property.

F1041.9. *Extraordinary illness.*
F1041.9.1. *Illness from excessive grief.*

F1041.9.1. *Going to bed for sorrow.* Fb "seng" III 187ab.

F1041.9.1.1. *Man keeps to his bed, mourning over drowned son.* Icelandic: Boberg.
F1041.9.2.4. Death from hearing of son's (sons') death. F1041.21.5. Man senseless from grief at hearing of father's death: doesn't feel that he cuts himself with his knife and presses dice so that he bleeds. K2373. Enemies reconciled by gifts which the one's son tells are sent from the other. P233. Father and son. S11.2. Jealous father sends son to upper world on stretching tree. S21.3. Prince takes kingdom from his father and has his eyes put out.

F1041.9.1.2. *King keeps to his bed, mourning over vanished bride.* Icelandic: Boberg.

F1041.9.1.3. *Woman keeps to her bed on announcement of lover's death.* Icelandic: Boberg.

F1041.9.2. *Illness from keeping a secret.* Irish myth: *Cross.

F1041.9.2.1. *Huge boil appears on forehead of youth keeping a secret.* Irish myth: Cross.

F1041.9.3. *Illness from shame of enemies' scorn.* Icelandic: Boberg.

F1041.10. *Man sweats blood and absorbs hair into head on exertion of strength.* Irish myth: Cross.
F610. Remarkably strong man. F1041.21.1. Tears of blood from excessive grief.

F1041.11. *Laughing and crying at the same time (sundry reasons given).*
*DeVries FFC LXXIII 213; Gaster Exempla 130 No. 352; India: *Thompson-Balys, *Bloomfield JAOS XXXVI 54—89, *Penzer VII 261; Chinese: Chavannes 500 Contes I 160 No. 43, 286 No. 78.
K608. Escape by laughing and crying at same time.

F1041.11.1. *Laughter from chagrin.* Icelandic: Boberg.

F1041.11.2. *Man turns pale, red, blue, etc. from emotion or strain.* Icelandic: *Boberg.

F1041.12. *Man perspires in winter while relating fearful vision.* Irish myth: Cross.

F1041.13. *Biting fingers to see if one is dreaming.* Chauvin V 261 No. 154.

F1041.14. *Beheaded man swims.* (Cf. E783.) North Carolina: Brown Collection I 686.

F1041.15. *Inordinate longing.* (Cf. D1041.14.) Irish myth: Cross.

F1041.16. *Extraordinary physical reaction to anger.* Irish myth: Cross; Icelandic: MacCulloch Eddic 88.
F544.3.2. Teeth of angered saint give off sparks. F950.2. Extreme anger as cure for sickness.

F1041.16.1. *Man spits fire when enraged.* Irish myth: *Cross; Icelandic: Boberg.
F559.3.1. Excretion is so fiery it starts great fire. F683.1. Sparks come from man's hands.

F1041.16.2. *One eye recedes, other protrudes when angered.* (Cf. F541.5.) Irish myth: *Cross.

F1041.16.3. *Man fells wood with sword (dies) when he hears of Crucifixion.* Irish myth: *Cross.
F610. Remarkably strong man. F955. Miraculous cure for leprosy. Rage at hearing for first time of Christ's passion causes cure.

F1041.16.3.1. *Strength from anger enables man to break binding chain.* Irish myth: Cross.

F1041.16.3.2. *Strength from anger causes man to break stone.* Irish myth: Cross.

F1041.16.3.3. *Strength from anger enables man to tear opponent to bits.* Irish myth: Cross.
F628.2. Strong man kills men.

F1041.16.4. *Heat of saint's anger sets cowl afire.* Irish myth: Cross.

F1041.16.5. *Extraordinary bodily contortion as result of warrior's anger.* (Cuchulain's battle-rage.) Irish myth: *Cross.
A526.6. Culture hero, when angry, subject to contortions.

F1041.16.6. *Extraordinary physical reactions of angry warriors in battle.* (Cf. F1041.8.7.) Irish myth: Cross; Icelandic: Boberg.
F873.0.1. Battle rage makes army unconquerable. F1041.8.6. Men go mad in battle. F1084. Furious battle.

F1041.16.6.1. *Fury in battle causes stream of blood to rise from warrior's head.* Irish myth: *Cross.
D2135.0.1. Levitation.

F1041.16.6.2. *Fury in battle causes warrior to increase in size.* Irish myth: Cross.
D55. Magic change of person's size.

F1041.16.6.3. *Fiery columns rise in front of angry warrior.* Irish myth: Cross.
F882. Extraordinary fire.

F1041.16.6.4. *Face of angry warrior lights up with flame.* Irish myth: Cross.
 F974. Luminous person.

F1041.16.6.5. *Angry warrior becomes red and purple.* Irish myth: Cross.
 F1062. Person changes color.

F1041.16.6.6. *Water boils when angry warrior is immersed in it.* Irish myth: *Cross.

F1041.16.6.7. *Fury enables wounded soldiers to continue fighting.* Die at end of battle. Irish myth: Cross.

F1041.16.6.8. *Angry warrior's breath makes adversary's armour so hot that he must surrender.* Icelandic: Boberg.

F1041.16.6.9. *Bowstring (arrow, oar) breaks at angry warrior's grasp.* Icelandic: Boberg.

F1041.16.7. *King about to kill foster-son due to his evil explanation of dream; both jump into sea and are drowned.* Icelandic: Boberg.
 P271. Foster-father.

F1041.16.8. *Face and body turn black from anger.* Africa (Swahili): Baler
 FL XXXVIII 279f.

F1041.16.9. *Chief beheads sentinel who does not recognize him.* Icelandic: Boberg.
 N340. Hasty killing or condemnation (mistake).

F1041.16.10. *Man throws cereal and spoon on the floor because he is supposed to eat together with his brother.* Icelandic: Boberg.

F1041.16.11. *Earl throws jar of water after undesired messenger.* Icelandic: Boberg.

F1041.17. *Extraordinary result of fear* (Cf. F950.5, F1041.1.11).

F1041.17.1. *Barrenness as result of fright.* Irish myth: Cross.

F1041.18. *Putrescence flows from head when man presses forehead.* Irish myth: *Cross.

F1041.19. *Dumbness from disgust.* Irish myth: *Cross.

F1041.20. *Person vomits iron.* Irish myth: *Cross.

F1041.21. *Reactions to excessive grief.* (Cf. F1041.1.1.)

F1041.21.1. *Illness from excessive grief.* Icelandic: *Boberg.

F1041.21.1.1. *Tears of blood from excessive grief.* Irish myth: *Cross;
 Icelandic: *Boberg.
 B736.1. Horse sheds tears (of blood). D1812.5.1.1.1. Tears of blood as evil omen. F1041.10. Man sweats blood and absorbs hair into head on exertion of strength. F1051. Prodigious weeping. H71.8. Tears of blood: sign of royalty.

F1041.21.2. *Man swells from excessive grief.* Icelandic: Egils saga in ASB 3 (1894) ch. LXXXVIII 14ff., Völsunga saga ch. 31 (29), Boberg.

F1041.21.3. *Refusal to eat from excessive grief.* Icelandic: *Boberg;
 India: *Thompson-Balys.

F1041.21.3.1. *Refusal to speak because of grief.* India: *Thompson-Balys.

F1041.21.4. *Man cries at hearing of friend's death.* Þidriks saga II 358.

F1041.21.5. *Man senseless from grief at hearing of father's death; one doesn't feel that he cuts himself with his knife, the other presses dice so that he bleeds.* Icelandic: Boberg.

F1041.21.5.4. Death from hearing of son's (sons') death. F1041.8.2. Madness from grief. F1041.9.1.1. Man keeps to his bed, mourning over drowned son. K2373. Enemies reconciled by gifts which the one's son tells are sent from the other. P233. Father and son. Q281.4. Ungrateful father punished. S11.2. Jealous father sends son to upper world on stretching tree. S21.3. Prince takes kingdom from his father and has his eyes put out.

F1041.21.6. *Tearing hair and clothes from excessive grief.* India: *Thompson-Balys.

F1041.21.6.1. *Wounding self because of excessive grief.* India: Thompson-Balys.

F1041.21.6.2. *Bird in great grief tears out feathers.* India: Thompson-Balys.

F1041.21.7. *Swooning from grief.* Icelandic: *Boberg; India: Thompson-Balys.

F1041.22. *Deaf and dumb people speak.* *Loomis White Magic 53.

F1041.23. *Shame causes smoke to rise from saint's head and sweat to stream from his brow.* Irish myth: Cross.

F1041.24. *Slap turns man's face completely around.* India: Thompson-Balys.

F1044. *Man suddenly acquires long gray beard on scaffold at execution.* Pauli (ed Bolte) No. 656.

Q413. Punishment: hanging.

F1045. *Night spent in tree.* Hero goes into tree to spend the night. *Type 327A, 613; Icelandic: *Boberg; German: Grimm No. 163; India: Thompson-Balys.

F562.2. Residence in a tree. H13. Recognition by overheard conversation with animals or objects. J162. Wisdom acquired by hanging in a tree. N776. Light seen from tree lodging place at night leads to adventures. R311. Tree refuge.

F1047. *Anchor floats on water.* Breton: Sébillot Incidents s.v. "ancre."

F1047.1. *Non-buoyant flasks float.* Irish myth: Cross.

F1051. *Prodigious weeping.* Usually by saint. Toldo II 96; India: Thompson-Balys; Buddhist myth: Malalasekera I 633; Chinese: Eberhard FFC CXX 87, 260f.; Africa (Upoto): Einstein 127.

B736.2. Horse weeps tears of blood. D753.2. Disenchantment by weeping. F1041.21.1. Tears of blood from excessive grief. V220. Saints.

F1051.1. *Barrel filled miraculously with penitent's tears.* Ward II 664; Herbert III *341, 475; Italian Novella: Rotunda. V20. Confession of sins.

F1051.2. *Miraculously loud noise of mourning for hero.* Irish myth: Cross.

F1054. *Bones temporarily removed from body by tree climbers to avoid breaking them.* Africa (Congo): Weeks Jungle 126ff.

F1055. *Books in church read without man's tongue.* English: Child III 244.

F1057. *Hero (giant) wades across sea.* Irish myth: *Cross; Welsh: Mac-Culloch Celtic 101.

F591.3.1. Giant wades the ocean.

F1061. *Flame as miraculous index.* Icelandic: Boberg.

D1310. Magic object gives supernatural information. D1812.5.0.3. Behavior of fire as omen. D1836.1. Ghost's strength waxes and wanes with height of fire. D2064.2. Sickness of princess dependent on witch's fire. D2065.4. Insanity of princess dependent on height of fire.

F1061.1. *Flame indicates presence of beautiful woman.* (Cf. F1041.8.1 and cross references.) Malay, Indonesian: Dixon 222 n. 26.

F1061.2. *Color of flame indicates what is burning.* Blue for furniture, white for money, red for person. Indonesian: Dixon 226.

F1061.3. *Burning pit will close only if armed rider will plunge into it.* Italian Novella: Rotunda.

F1061.4. *Flame indicates place where innocent person was murdered.* Icelandic: Boberg.

F1063. *Departing house.* Hero in departing takes his house with him. N. A. Indian: Kroeber JAFL XXI 224.

F1065. *Man fishes up two blind women from a well.* Malone PMLA XLIII 405, 416.

F1066. *Arrow shot to heaven returns bloody.* Hdwb. d. Märch. I 102a; Spanish Exempla: Keller.
F83L Extraordinary arrow.

F1066.1. *Knife plunged into earth comes out bloody.* Spanish Exempla: Keller.

F1068. *Realistic dream.* Irish: O'Suilleabain 107, Beal XXI 334; Icelandic: Boberg; Jewish: *Neuman.

D812.8. Magic object received from lady in dream. D812.12.1. Magic sword received from dwarf in dream. D1812.3.3. Future revealed in dream. F811.1.13. Strong hero son of man and trollwoman. Relations take place in dream. J2345. Fool kissed in sleep. Dreams he is being kissed by a fairy. It is really a pig.

F1068.1. *Tokens from a dream.* Man brings objects received during dream. Krappe Balor 122ff.; Icelandic: *Boberg.

F1068.2. *Wound received in dream.* Still there when person wakes. *Kittredge Witchcraft 222f., 534 nn. 90-97; Alphabet No. 299; Icelandic: Boberg; England: Baughman.

F1068.2.1. *Man is maltreated in dream so that he feels it next day.* Icelandic: *Boberg.

F1068.2.2. *Fight in dream with real result.* Icelandic: Boberg.

F1071. *Prodigious jump.* To fourth story (or the like). Type 530; Cosquin Contes indiens 333ff.; Irish myth: *Cross; Icelandic: *Boberg; India: *Thompson-Balys; Philippine (Tingulan); Cole 103; Marquesas: Handy 114; Tuamotu: Stimson MS (z-G. 13/499).

A972.5.2. Chasms between rocks mark leaps of giants, heroes, etc. B184.1.10. Magic horse makes prodigious jump. D1539.3. Magic staves enable man to gain precipitous height. F884. Marvelous Jumper. F989.1. Horse jumps over high wall. H1149.10. Task: jumping across river in one bound. H1562.4. Test of strength: prodigious jump. K551.14. Respite from death until captive has taken six steps toward God. Takes prodigious ones and escapes.

F1071.1. Crossing a river with help of a fig tree whose branches touch the opposite bank. India: Thompson-Balys.

F1071.2. Jumping over a ditch which is really an ocean. India: Thompson-Balys.

F1071.2.1. Man clears river of enormous width in one leap. Buddhist myth: Malalasekera I 102.

F1072. Two children of different sex, not related, have such close resemblance that even parents cannot tell them apart. Italian Novella: Rotunda.
F577. Friends identical in appearance.

F1073. Marathon marriage. Woman who has been widowed twenty-two times marries a man who has been a widower twenty times. Italian Novella: *Rotunda.

F1075. Blood of brother and sister (and smoke from their funeral pyres) refuses to mingle. India: Thompson-Balys.
A1882. Why brothers and sisters do not marry. T415. Brother-sister incest.

F1076. Tightening belt to counteract hunger: when loosened person falls dead. India: Thompson-Balys.

F1078. Detonation from spark struck for fire hurls ships out to sea. Irish myth: Cross.

F1081. Tub of water dropped neither breaks nor spills. Irish myth: *Cross.

F1082. Person changes color. Irish myth: Cross.
C985.0.1. Teeth blackened as punishment for breaking tabu. D50. Magic changes in man himself. D882.4. Partial transformation — color changed. F985. Animals change color. F1041.16.8.5. Angry warrior becomes red and purple.

F1082.1. Person has red and black countenance after being burned. Irish myth: Cross.

F1083. Object rises into the air. Irish myth: Cross; Jewish: Neuman.

F1083.0.1. Object floats in air. Loomis White Magic 47f.
D2185.0.1. Levitation. F1011.1. Clothes (book) hung on sunbeam (in air). F1021. Extraordinary flights through air.

F1083.0.1.1. Altar floats in air. Irish myth: Cross.
V116. Altars.

F1083.0.1.2. Ark suspended in air. Jewish: Neuman.

F1083.0.1.3. Jerusálem suspended in air. Jewish: Neuman.

F1083.1. Stone cross rises into air. Irish myth: *Cross.

F1083.2. Man and his camels rise into air. Jewish: Neuman.

F1084. Furious battle. Irish myth: *Cross; Jewish: Neuman.
F585. Amazons. F628. Strong man as mighty slayer. F873.0.1. Battle rage. F960.3. Extraordinary nature phenomena during furious battle. F1041.16.6. Extraordinary physical reactions of angry warriors in battle.

F1084.0.1. Inlay melts from sword with heat of striking. Irish myth: Cross.

F1084.0.2. Weapons confined by flying nets of hair in furious battle. Irish myth: Cross.

F1084.0.3. *Continuous fighting.* No rest or food. Irish myth: *Cross.

F1084.0.4. *Marks of furious battle left in rock.* Irish myth: Cross.

F1084.1. *Deep streams of blood flow during battle.* Irish myth: Cross.
D2091.3. Streams of blood magically drawn down on foe.

F1084.2. *Warriors use teeth after they exhaust weapons.* Irish myth: Cross.

F1084.3. *Soldiers fight so closely river is forced from bed.* Irish myth: Cross.

F1085. *Eye bursts forth from overstrain of voice.* Irish myth: *Cross.

F1086. *Saint preaches for three days and three nights.* Irish myth: Cross.

F1087. *Hero's marvelous sword falls and cuts off hand of enemy.* (Cf. F833, N331.) Irish myth: *Cross.
D1061. Magic sword.

F1088. *Extraordinary escapes.* Irish myth: *Cross.
K551.14. Respite from death until captive has taken six steps toward God. Takes prodigious ones and escapes. R121. Means of escape from prison. R122. Miraculous rescue. R211. Escape from prison. V52.6. Mariners saved from maelstrom through prayer.

F1088.1. *Hero (heroine) spared for his (her) beauty.* Irish myth: *Cross.

F1088.2. *Hero unharmed by serpent which coils around his waist.* Irish myth: *Cross.

F1088.3. *Extraordinary escape from drowning.* Icelandic: Snorra Edda Gylf. XLI, Boberg; Danish: Schmidt DF XXXIX 44ff.; Maori: Clark 29.
F1088.3.1. Clerics and property cast safely on shore when enemies attempt their drowning. Irish myth: Cross.

F1088.3.2. *Fisherman dragged through sea by seal escapes.* Irish myth: Cross.
B527. Animal saves man from death by drowning. B541. Animal rescues man from sea.

F1088.4. *Animal escapes by slipping out of skin.* Irish myth: *Cross.
F980. Extraordinary occurrences concerning animals.

F1091. *Food does not spoil saint's clothing.* Irish myth: Cross.

F1092. *Vessel of poisoned ale inverted; only poison flows out.* Irish myth: *Cross.
D1817.0.2. Magic detection of poison.

F1093. *Stake miraculously bent during night.* Irish myth: Cross.

F1094. *Milk has taste of wine and honey.* Irish myth: Cross.

F1095. *Arm grows longer from giving alms.* Irish myth: Cross.
F516. Person unusual as to his arms. V460. Charity.

F1096. *Person lives on after being cut through by sword.* Irish myth: Cross.

F1096.1. *Person lives on after having heart cut free.* Heart moves about within his chest. Irish myth: Cross.

F1096.2. Person lives on with intestines exposed. Irish myth: Cross; Icelandic: Boberg.

F1096.3. Severed head bites earth. Icelandic: Boberg.

F1097. Armies miraculously separated (kept from coming to battle, etc.).
Irish myth: *Cross.

F1097.1. Angel forbids armies to approach each other. Irish myth: Cross.
V230. Angels.

F1098. Object miraculously mended. Irish myth: *Cross.

F1098.0.1. Object miraculously broken. Irish myth: *Cross; Icelandic: Boberg.

F1099. Additional marvels.

F1099.1. Entire household dies on same night. Irish myth: *Cross.

F1099.2. Roads miraculously appear on Hallowe'en (Cf. F900.1.) Irish myth: Cross.

F1099.2.1. Roads miraculously appear on day of hero's birth. Irish myth:
*Cross.
A994.5. Five great roads of Ireland "discovered" on night of King's birth.
F900.1.1. Thunder report at birth of king.

F1099.3. Words heard though only thought and not uttered. Jewish: Neuman.

F1099.4. Corn takes root in man's hair. Irish myth: Cross.

F1099.4.1. Blades of corn grow through hair of saint as reward for
guarding cornkiln. Irish myth: Cross.

F1099.5. Burning bodies vomit. Irish myth: Cross.

F1099.6. Extraordinary plowing. India: Thompson-Balys.

F1099.6.1. Extraordinary plowing by teeth. India: Thompson-Balys.

F1099.7. Pious die on their birthday. Jewish: *Neuman.

F1099.8. Man meets his future descendants and is instructed by them.
Jewish: Neuman.

G. OGRES

DETAILED SYNOPSIS

G0. Ogres

G10—G399. KINDS OF OGRES

G10 —G99. Cannibals and cannibalism

G10—G49. Regular cannibalism

G10. Cannibalism

G20. Ghouls

G30. Person becomes cannibal

G50—G79. Occasional cannibalism

G50. Occasional cannibalism

G60. Human flesh eaten unwittingly

G70. Occasional cannibalism—deliberate

G80. Other motifs dealing with cannibals

G100—G199. Giant ogres

G100. Giant ogre

G110. Possessions of giant ogres

G120. Physical characteristics of giant ogres

G130. Customs of giant ogres

G150. Giant ogres—miscellaneous

G200—G299. Witches

G200. Witch

G210. Form of witch

G220. Characteristics of witches

G230. Habitat of witches

G240. Habits of witches

G250. Recognition of witches

G260. Evil deeds of witches

G270. Witch overcome or escaped

G280. Witches—miscellaneous motifs

G300—G399. Other ogres

G300. Other ogres

G310. Ogres with characteristic methods

G350. Animal ogres

G360. Ogres with monstrous features

G370. Ogres—miscellaneous

G400—G499. Falling into ogre's power

G400. Person falls into ogre's power

G410. Person betrayed into ogre's power

G420. Capture by ogre

G440. Ogre abducts person

G450. Falling into ogre's power—miscellaneous

G500—G599. Ogre defeated
G500. Ogre defeated
G510. Ogre killed, maimed, or captured
G520. Ogre deceived into self-injury
G530. Ogre's relative aids hero
G550. Rescue from ogre
G560. Ogre deceived into releasing prisoner
G570. Ogre overawed
G580. Ogre otherwise subdued

G600—G699. Other ogre motifs
G610. Theft from ogre
G630. Characteristics of ogres
G650. Unclassified ogre motifs

G. OGRES

G0. Ogres. For a good discussion of the general concept and of the various kinds of ogres see Saintyves *Contes de Perrault* 299ff.; **Laistner Rätsel der Sphinx. — Italian: Basile *Pentamerone* III Nos. 1, 7, V No. 7; Africa: Werner African 242.

D94. Transformation: man to ogre. D95. Transformation: man to demon.
F402. Evil spirits. Demons.

G10—G399. KINDS OF OGRES

G10—G99. Cannibals and cannibalism.

G10—G49. REGULAR CANNIBALISM

G10. Cannibalism. *Types 327, 406"; BP I 115; *Cox *Cinderella* 499; *Saintyves *Perrault* 299ff.; *Penzer X 181 s.v. "Human flesh"; *Fb "menneskekjed"; *Freytag Am Ur-Quell N. F. I 179; *MacCulloch Childhood 279; Krause Der Ur-Quell I 1; *Cosquin *Contes indiens* 208; **De Cock *Volkssage* 64; *Laistner Rätsel der Sphinx II 87; Krappe The Modern Language Review XLIII (1948) 54ff. — Irish myth: *Cross; Lappish: Qvigstad FFC LX 57 No. 135; Breton: Sébillot Incidents s.v. "anthropophages," "diable"; Jewish: Neuman; India: *Thompson-Balys; Buddhist myth: Malasakera I 189, 588, II 32, 407, 676, 824; Chinese: Eberhard FFC CXX 21; Oceanic (Indonesia, Melanesia, New Zealand, Tahiti, Hawaii): Dixon 61, 63, 69, 86, 130ff., 227ff.; Easter Island: Métraux Ethnology 76ff. 83f.; Maori: Clark 100, 159; Eskimo (Greenland): Rasmussen III 272; Siberian: Holmberg Siberian 388; N. A. Indian: *Thompson Tales 353 n. 274, (Cherokee): Alexander N. Am. 68, (Southern Ute): Lowie JAFL XXXVII 74 No. 46; Africa: Werner African 242, (Basuto): Jacottet 8, 122, 204, 208, 258, (Angola): Chatelain 97, 103, (Fang): Einstein 65, (Bushman): Bleek and Lloyd 199, (Zulu): Callaway 47, 74, 142, 154, *158, 181, (Ila, Rhodesia): Smith and Dale II 413, (Kaffir): Theal 126, 139f., Kidd 225, (Benga): Nassau 227 No. 34, (Congo): Weeks 203, (Mpongwe): Nassau 72 No. 15.

A1516. Origin of cannibalism. B524.1.1. Dogs kill attacking cannibal. C227. Tabu: eating human flesh. D1335.2.1. Blood as magic strengthening drink. D1361.8. Heart of unborn child renders person invisible. F811.24. Man-eating tree. G312. Cannibal ogre. G312.1. Pišča. Drinks blood and eats human flesh. G681. Bodies of victims in front of ogre's house. H46. Cannibal recognized by cloud of dust raised. K619.1. Cannibals advised to be absent while hero is being cooked. K827.2. Cannibals persuaded to take snuff: killed. K895. Cannibals enticed to climb slippery barricade; fall. K1614. Father delivering daughter to be eaten by cannibal is himself eaten. K1721. Hero proves himself a cannibal by trick vomit-exchange. S110. Murders.

G11. Kinds of cannibals.

A711.2. Sun as a cannibal.

G11.0.1. Cannibalistic god. Irish myth: Cross.

G11.0.1.1. As result of fraud, Saturn swallows stone instead of infant Jove. Irish myth: Cross.

A50. Conflict of good and evil creators.

G11.0.1.2. *Father of goddess as cannibal.* Hawaii: Beckwith Myth 141.

G11.1. *Cannibal dwarfs.* *Basset 1001 Contes I 190; N. A. Indian (Zuñi): Benedict II 335.
F451. Dwarfs.

G11.2. *Cannibal giant.* (Cf. G82, G83, G84.) Irish myth: *Cross; Missouri French: Carrière; Icelandic: Árnason Legends of Iceland (tr. Powell, London, 1864) I 122, 125, 133, *Boberg; India: *Thompson-Balys; Chinese: Werner 387; Easter Island: Métraux Ethnology 377.

F531. Giant. G100. Giant ogre. H1289.3.1. Quest to land of cannibal giants. S262. Periodic sacrifices to a monster.

G11.2.1. *Giant devours any person who fails to do his bidding.* India: Thompson-Balys.

G11.3. *Cannibal witch.* Kittredge Witchcraft 166, 485 nn. 28, 29. — England: Baughman; Icelandic: *Boberg; Lithuanian: Balys Index No. *2027B; Italian: Basile Pentamerone IV No. 6; India: *Thompson-Balys; Hindu: Tawney I 162, II 450; Japanese: Ikeda; Eskimo (Greenland): Rasmussen I 85, II 25, III 50L, 168f., Rink 48, 440, Holm 80, (West Hudson Bay): Boas BAM XV 198, 598, (Smith Sound): Kroeber JAFL XII 180, (Central Eskimo): Boas RBAE VI 599; Africa (Ekoi): Talbot 233.

G209. Witch. G262.0.1. Lamia: witch who eats children. G262.1. Witch sucks blood.

G11.4. *Negro cannibal.* Malone PMLA XLIII 412.

G11.5. *Water cannibal.* Spanish: Espinosa Jr. No. 104; N. A. Indian (Cherokee): Alexander N. Am. 68.

G11.6. *Man-eating woman.* India: *Thompson-Balys; Hindu: Tawney II 616; Tuamotu: Stimson MS (z-G. 13/249, 1110, z-G. 3/1276); Hawaii: Beckwith Myth 194; Tahiti: Beckwith Myth 197; Easter Island: Métraux Ethnology 370; Maori: Clark 39.

G11.6.1. *Female ogre changes men into tigers and eats women.* Chinese: Graham.

G11.6.2. *Woman who marries tiger is fed human nails regularly.* India: Thompson-Balys.

G11.6.3. *Old woman calls beasts together to join her in feast on human flesh.* Africa (Duala): Lederbogen Fables 61.

G11.6.4. *Woman devours her husband.* Buddhist myth: Malalasekera II 838; S. A. Indian (Toba): Métraux MAFLS XL 60ff.

G11.7. *Cannibalistic king.* Malone PMLA XLIII 403; Missouri French: Carrière; India: *Thompson-Balys; Buddhist myth: Malalasekera I 581.
P12. Character of kings.

G11.8. *Cannibal meteor.* N. A. Indian (Luiseño, Diegueño, Mohave): Kroeber JAFL XXI 224.

G11.8.1. *Stars as cannibals.* Philippine (Tinguan): Cole 109, 111; Tuamotu: Stimson MS (T-G. 3/931).

G11.9. *Ogre schoolmaster.* Girl sees schoolmaster eat human flesh. Refuses to tell him what she saw. He persecutes her. *Cosquin Contes Indiens 112ff.

G11.10. *Cannibalistic spirits.*

G11.10.1. *Cannibalistic spirits in upper world.* India: Thompson-Balys.

G11.11. *Cannibal with extraordinary features.* (Cf. G88.) India: *Thompson-Balys.
F540. Remarkable physical organs. G360. Ogres with monstrous features.

G11.11.1. *Albino twins with cannibal appetite.* Tonga: Gifford 192.

G11.11.2. *Hairless cannibal.* Hawaii: Beckwith Myth 344.

G11.12. *Cannibal with winnowing tray and pestle.* N. A. Indian (California): Gayton and Newman 73.

G11.13. *Gambling cannibal.* Icelandic: Boberg; N. A. Indian (California): Gayton and Newman 69.
G101. Giant gambler as ogre. N1. Gamblers. N3. Supernatural adversary in gambling (witch, giant).

G11.14. *Jungle-man as cannibal.* India: Thompson-Balys.

G11.15. *Cannibal demon.* India: *Thompson-Balys; Chinese: Graham; Alu: Wheeler 8, 44, 48, 50, 56.
G262.0.1. Lamia. Witch who eats children.

G11.16. *Army of cannibal monsters.* India: Thompson-Balys.

G11.17. *Seven-mouthed cannibal ogre.* India: Thompson-Balys.
B11.2.3.1. Seven-headed dragon. B15.1.2.6. Seven-headed animal. G215.1. Seven-headed witch.

G11.18. *Cannibal tribe.* Jewish: Neuman.

G11.18.1. *Cannibal people driven from land.* Hawaii: Beckwith Myth 341.

G12. *Transformation in order to eat own kind.* Man transforms self to animal and eats men. India: Thompson-Balys; Africa (Mpongwe): Nassau 71 No. 15.

G13. *Spiritual exaltation from eating human flesh.* Penzer II 198 n. 1.
D1335.1.2. Heart of enemy eaten produces magic strength. D2161.4.13. Eating of human hearts as cure for insomnia. E714.4.1. Eaten heart gives one the owner's qualities.

G13.1. *Ritual cannibalism: corpse of hero (demigod) eaten to acquire his strength.* India: Thompson-Balys.
D1830. Magic strength. V30.1. The eaten god.

G13.2. *Ogre eats beautiful girl hoping to have her beauty.* India: Thompson-Balys.

G15. *Human being devoured daily.* India: *Thompson-Balys.

G15.1. *Giant eats men on New Year's Day.* India: Thompson-Balys.

G17. *Ogre seduces sleeping girl in order to devour her.* India: Thompson-Balys.

G18. *Haunts of cannibals.*

G18.1. *Cannibals live at cemetery.* India: Thompson-Balys.

G20. *Ghouls.* Persons eat corpses. Type 363; Chauvin VI 198 No. 371; Icelandic: MacCulloch Eddic 276, 281; India: *Thompson-Balys,

*Penzer II 202; Eskimo (Greenland): Rasmussen I 104, III 104; Africa (BaRonga): Einstein 262.

E251. Vampire. E256. Ghosts eat corpse. G312.1. Pišlca. Drinks blood and eats human flesh. Eats corpses and makes living waste away. K374. Grave robbing to secure obols in mouth of dead.

G20.1. Devil as husband eats corpses. Lithuanian: Balys Legends No. 369.
G309.12.5.1. The girl married to a devil.

G21. Female eater of corpses. India: Thompson-Balys.

G23. People who eat their parents when they die, saying: they carried us in their bodies when we were born; now we shall do the same for them. India: Thompson-Balys.

G25. Abandoned infant lives by eating corpse of murdered father. (Cf. S350.) Easter Island: Métraux Ethnology 385.

G27. Moon made to eat wife's corpse by mother-in-law. S. A. Indian (Viracocha): Steward-Métraux BBAE CXLIII (3) 550.

G30. Person becomes cannibal. MacCulloch Childhood 297. — Tahiti: Beckwith Myth 197; Maori: Clark 152; Koryak: Jochelson JE VI 295, 302; Eskimo (Greenland): Rink 128, 258, (West Hudson Bay): Boas BAM XV 260; N. A. Indian: *Thompson Tales 357 n. 287c.

G31. Children flee from father who turns cannibal. Cosquin RTP XXX 79.
R200. Escapes. S0. Cruel relatives.

G33. Child born as cannibal. *Type 406*; *Fb "menneskeæder" II 580.

G33.1. Cannibal disenchanted by overcoming it. Becomes maiden. Type 406*; Russian: Andrejev No. 406.
D716. Disenchantment by overcoming enchanted person in flight (contest).

G34. Human child brought up by ogress becomes a man-eater. Buddhist myth: Malalasekera I 943.

G36. Taste of human flesh leads to habitual cannibalism. Buddhist myth: Malalasekera II 573.

G36.1. Husband becomes cannibal from eating wife's breast. She cuts off her breasts and cooks them to feed her family. The husband thus acquires a longing for human flesh. *Type 450.

F561.1. People who prefer raw flesh. F565.1.1. Amazons cut off left breast of daughters so that they can handle bow.

G36.2. Human blood (flesh) accidentally tasted: brings desire for human flesh. India: *Thompson-Balys.

G36.2.1. People fear that boy who eats raw birds will eat them when he grows older. Chinese: Graham.

G37. Girl seduced by brother becomes cannibal ogre. N. A. Indian (California): Gayton and Newman 59.
T415. Brother-sister incest.

G50—G79. OCCASIONAL CANNIBALISM

G50. Occasional cannibalism.

S183.1. Person forced to eat hearts (flesh) of relatives (drink blood).

G51. Person eats own flesh. Jewish: Neuman; Buddhist myth: Malalasekera II 597; Mono-Alu: Wheeler 45; N. A. Indian (Seneca): Curtin-Hewitt RBAE XXXII 232 No. 46.

G51.1. Person eats self up. Eskimo (Greenland): Rasmussen I 186; N. A. Indian: *Thompson Tales 304 n. 109m, (California): Gayton and Newman 92; Africa (Togo): Einstein 12f.

F1635. Disintegration: man eats himself up or dismembers himself.

G55. People who eat child become supernatural. Eskimo (West Hudson Bay): Boas BAM XV 258, (Greenland): Rink 466.

G60. Human flesh eaten unwittingly. Penzer II 113; English: Wells 151 (Richard Coer de Lyon); Italian Novella: Rotunda; India: Thompson-Balys.

K2392. Man sells pastries made of human flesh. N300. Unlucky accidents, Q478.1. Adulteress is caused unwittingly to eat her lover's heart. S183. Rightful meal. X21. Accidental cannibalism.

G61. Relative's flesh eaten unwittingly. *Type 720; BP I 412ff.; *MacCulloch Childhood 283ff.; *Cosquin Études 394; *Fb "menneskekjød" II 579b. — Irish myth: *Cross; Spanish Exempla: Keller; Greek: Fox 70, 119, 120 (Prokne and Tereus, Tantalus, Thyestes); Jewish: Neuman; India: *Thompson-Balys; Buddhist myth: Malalasekera II 573; Chinese: Graham; Japanese: Ikeda; Oceanic (Indonesia, New Zealand, Molucca): Dixon 58, 195, 229f.; Indonesian: DeVries' list Nos. 227, 228; Eskimo (Greenland): Rink 106, 128, 160, 286, 447, Holm 43, 90, (Bering Strait): Nelson RBAE XVIII 215, (Central Eskimo): Boas RBAE VI 627, (West Hudson Bay): Boas BAM XV 229; N. A. Indian: *Thompson Tales 300 nn. 97, 98 and 340 n. 226; S. A. Indian (Baikairi): Alexander Lat. Am. 303; Africa (Zulu): Callaway 20, (Ila, Rhodesia): Smith and Dale II 402 No. 2, 405 No. 4, (Kaffir): Theal 100, (Angola): Chatelain 191 No. 24, (Thonga): Junod 217, (Fjort): Dennett 82 No. 19, (Benga): Nassau 105 No. 8, (Basuto): Jacottet 260 No. 38, 276 No. 41; American Negro (Georgia): Harris Nights 314 No. 54, Remus 165 No. 34; Cape Verde Islands: Parsons MAFLS XV (1) 73 n. 3.

K492. Girl serves her father with piece of her own flesh in place of chicken. K940. Deception into killing own children or animals. N325.2. Women, driven mad, devour their infants' flesh.

G61.1. Child recognizes relative's flesh when it is served to be eaten. India: Thompson-Balys; Africa (Angola): Chatelain 167, 173, (Kaffir): Theal 100, (Basuto): Jacottet 260 No. 38; American Negro (Georgia): Harris Nights 314 No. 54.

K1000. Deception into self-injury. N271.6. Murder revealed by child.

G61.1.1. Girl avoids eating her mother's flesh by spilling the meat and the soup in the pen. Chinese: Graham.

G61.2. Mother recognizes child's flesh when it is served to be eaten. India: Thompson-Balys.

G62. Murderer caused to eat victim's flesh unwittingly. Sickens and dies. India: Thompson-Balys.

G63. Unwitting cannibalism: scavenger in wedding feast finds basket of noses put there by hero and thinks it full of meat. India: Thompson-Balys.

G64. Human flesh being cooked speaks out. India: Thompson-Balys.

D1316. Magic objects reveal truth. D1318.5.4. Speaking blood reveals murder. E631.0.4. Speaking and bleeding trees. Reincarnated persons.

E632.1. Speaking bones of murdered person reveal murder.

G70. Occasional cannibalism—deliberate.

T215.3. Husband nourishes starving wife with his own flesh and blood.

G70.1. Hungry seamen eat human flesh. Fb "menneskekjød" II 579b.**G71. Unnatural children eat parent. *Cox Cinderella 499; MacCulloch Childhood 295; India: Thompson-Balys; Japanese: Ikeda. S110. Murders.****G71.1. Girl attempts to eat parents but they escape. Eskimo (Smith Sound): Kroeker JAFL XII 179, (Greenland): Holm 53, (Mackenzie Area): Jenness 81, Rasmussen III 159.****G72. Unnatural parents eat children. MacCulloch Childhood 293ff.; Spanish: Espinosa Jr. Nos 148, 216; Greek: *Frazer Apollodorus I 8 n. 2 (Zeus and Kronos); Jewish: Gaster Exempla 198f. No. 69; India: Thompson-Balys; New Zealand: Dixon 85; Hawaii: Beckwith Myth 198; Eskimo (Greenland): Holm 89, Rasmussen III 121, 305; N. A. Indian (Seneca): Curtin-Hewitt RBAE XXXII 232 No. 46; S. A. Indian (Toba): Métraux MAFLS XL 31; Africa (Angola): Chatelain 99 No. 6, (Ila, Rhodesia): Smith and Dale II 413 No. 12, (Kaffir): Theal 140, (Zulu): Callaway 47, (Fang): Tessman 108, (Pangwe): Tessman 365.**

G202.1. Witch eats children. K2116.1.1. Innocent woman accused of eating her new-born children. S10. Cruel parents.

G72.1. Woman plans to eat her children. *Type 450; Grimm No. 143a; BP III 151.**G72.2. Starving woman abandoned in cave eats newborn child. India: *Thompson-Balys.**

L71. Only youngest of group of imprisoned women refuses to eat her new-born child. T381.2. Child born of woman abandoned in pit.

G72.3. Girl child fed on infant boys' flesh to make her grow faster. Irish myth: *Cross.**G72.4. Voice of slain and eaten child comes from the heart of cannibal. (Cf. F911.1.) Jewish: Neuman.****G73. Girls eat their sister. Cox Cinderella 499; India: Thompson-Balys.****G73.1. Brothers eat their sister. India: *Thompson-Balys.****G73.2. Brother eats brother. Mono-Alu: Wheeler 22.****G74. Man eats friend. Eskimo (Greenland): Rink 121.****G75. Father takes his daughter to cannibal to be eaten. Africa (Basuto): Jacottet 116 No. 27.****G76. Aged person eaten. Icelandic: Boberg; Africa (Zulu): Callaway 168.****G77. Husband eats wife. Buddhist myth: Malalasekera I 886; Eskimo (Greenland): Rasmussen III 157, Rink 106; S. A. Indian (Moré): Métraux BBAE CXLIII (3) 406, (Toba): Métraux MAFLS XL 161.****G78. Cannibalism during plague. Irish myth: *Cross; Jewish: Neuman.****G78.1. Cannibalism in time of famine. Irish myth: Cross; Jewish: *Neuman; Eskimo (Greenland): Holm 92.****G79. Occasional cannibalism—deliberate—miscellaneous.****G79.1. Animal-wife devours her husband. India: Thompson-Balys.**

G79.2. Woman eats daughter-in-law. S. A. Indian (Moré): Métraux BBAE CXLIII (3) 406.

G80. Other motifs dealing with cannibals.

G81. *Unwitting marriage to cannibal* *Type 311; *MacCulloch Childhood 291ff.; Italian: Basile Pentamerone I No. 5; India: Thompson-Balys; Chinese: Graham; Eskimo (Greenland): I 262; West Indies: Flowers 440.

T110. Unusual marriage. T118. Girl married to (enamored of) a monster.

G81.1. *Cannibal marries wife by force*. Chinese: Graham.

G82. *Cannibal fattens victim*. *Type 327, 314, *BP I 115ff.; Chauvin VII 19 No. 373D; Italian: Basile Pentamerone I No. 9; India: *Thompson-Balys; Japanese: Ikeda; Eskimo (Greenland): Rink 107, Holm 11; N. A. Indian (Kaska): Teit JAFL XXX 448 No. 8.

K563. "Wait till I get fat." Captured person (animal) persuades his captor to wait and fatten him before eating him.

G82.1. *Cannibal cuts captive's finger to test fatness*. *Type 327; BP I 115ff.; Fb "slagte", "finger".

G82.1.1. *Captive sticks out bone instead of finger when cannibal tries to test his fatness*. *Type 327; BP I 115ff.; *Fb "hale" I 537, "lysepile" II 487; Korean: Zong in-Sob 147 No. 65.

K560. Escape from death or danger by deception.

G83. *Cannibal sharpens knife to kill captive*. German: Grimm No. 41; Lithuanian: Balys Index No. 3910; Japanese: Ikeda; Jamaica: *Beck-with MAFLS XVII 270f. Nos. 82, 83.

G83.1. *Ogress whets teeth to kill captive*. Köhler-Bolte Zs. f. Vksk. VI 64 (to Gonzenbach No. 13); Irish myth: Cross (G153); Italian: Basile Pentamerone IV No. 8, V No. 4.

G84. *Fee-fi-fo-fum*. Cannibal returning home smells human flesh and makes exclamation. (Cf. G11.8.1.) *Type 327; *Fb "kristenblod" II 300a. — Swiss: Jegerlehner Oberwallis 304 No. 29, 312 No. 67; French Canadian: Barbeau JAFL XXIX 12; Breton: Sébillot "chair"; Jewish: bin Gorion Born Judas² I 230; India: *Thompson-Balys; Chinese: Graham; Korean: Zong in-Sob 89, 168; Philippine (Tinguian): Cole 111, 184; Maori: Clark 39, 100; Tonga: Gifford 168; Tuamotu: Stimson MS (T-G. 3'931, z-G. 3/1276); N. A. Indian: *Thompson Tales 357 n. 287h; Africa: Werner African 233, (Kaffir): Theal 80, 118, 124, 138, (Zanzibar): Bateman 133, (Eko): Talbot 56, 63, (Basuto): Jacottet 4, 206, 218, 234, (Angola): Chatelain 117, (Zulu): Callaway 40.

G532. Hero hidden and ogre deceived by his wife (daughter) when he says that he smells human blood.

G85. *Ungrateful cannibal*. Eats offered food and then threatens hosts. *Jochelson JE VI 376.

G86. *Cannibals cut off parts of children's bodies*. Dickson Valentine and Orson 41 n. 41; Japanese: Ikeda.

G86.1. *Cannibal ogress gives finger of one girl to her frightened sister*. Chinese: Graham.

G87. *Cannibal crunching human bone says noise is only eating of peas*. India: Thompson-Balys.

K200. Hypocrite pretends friendship but attacks.

G88. *Cannibal has long tooth and long nail.* Africa (Basuto): Jacottet 210 No. 31.

F531.1.6.1. Giant with nails like claws. F531.1.6.2. Giant with teeth like those of saw. F544.3. Remarkable teeth. G214. Witch with extraordinary teeth. G219.3. Witch has long nails.

G88.1. *Men with iron claws eat girl.* Eskimo (Greenland): Rasmussen III 79.

F562.1.3. Extraordinary fingernails.

G88.2. *Man-eater with two great tusks on which he hangs the carcasses of the dead.* India: Thompson-Balys.

G91. *Cannibalism brings madness.* Fb "menneskekjød" II 580a.

G91.1. *Man forced to eat dead father's heart goes mad.* Irish myth: Cross; Welsh: MacCulloch Celtic 108.

G91.1.1. *Man forced to eat dead father's heart struck dumb.* Irish myth: *Cross.

G91.2. *Cannibalism causes death.* India: Thompson-Balys.

G92. *Cannibal hard to lift.* N. A. Indian (California): Gayton and Newman 70.

G93. *Cannibal breaks wind as means of attack.* N. A. Indian (California): Gayton and Newman 69.

G94. *Cannibal's gigantic meal.*

G94.1. *Ogress takes travelers out of cave and devours them one by one.* Hawaii: Beckwith Myth 264.

G100. Giant ogre. Polyphemus.

G94.2. *Cannibal ogres eat daily ten men, ten women, ten children from the same tribe.* Africa (Fang): Einstein 65.

G95. *Old man says his arm is getting thin—indicates desire for human flesh.* Eskimo (Greenland): Rasmussen III 86.

G100—G199. Giant ogres.

G100. *Giant ogre. Polyphemus.* (For motifs concerning giants who are not malevolent but merely large, see F531.) *Types 304, 311, 312, 313, 314, 314*, 327, 327*, 328, 518, 531, 545A, 1137, 1148*, 1165*; *Hackman Die Polyphemssage; *BP III 375ff.; *Clouston Tales I 133ff.; Arill Polyphemosmotivet i bohuslänsk folkdiktning (Bohuslänska Folkminnen [Uddevalla, 1922] 54); *Chauvin VII 17 No. 373C, VIII 205, IX 93; Saintyves Perrault 281ff.; Dickson 130—135 passim. — English: Wells 17 (Guy of Warwick), 22 (Sir Beues of Hamtoun), 32 (Layamon's Brut), 80 (Sir Tristem), 88 (Roland and Vernagu), 117 (Sir Torrent of Portyngele); Irish myth: *Cross; Breton: Sébillot Incidents s. v. "geant"; Lappish: Qvigstad FFC LX 47 Nos. 69—73; Icelandic: MacCulloch Eddir 275ff.; French Canadian: Barbeau JAFL XXIX 12, 20; India: *Thompson-Balys; Africa (Angola): Chatelain 85 No. 5.

A968.1. Mountain from buried giant. A1724. Animals from different parts of body of slain giant. A2901. Insects from body of slain monster. B292.6. Black cat as servant of giant. D429.1.2.1. Transformation: man-eating giantess to stone. D960.0.1.1. Magic tree guarded by giant ogre. D1365.4. Silver bullet protects against giants. D1402.3.1. Magic serpent heart kills giant. D1402.24.1. Giant kills people by sprinkling water on their heads. D1421.4.1. Magic hairs summon giant. F122. Journey to land of giants. F220.1.4.9. Water-giants. F661.1. Skilful marksman shoots meat from giant's hands. F771.5.2. Castle guarded by giants. G112.

Cannibal giant. G94.1. Ogress takes travelers out of caves and devours them one by one. G200. Witch. G304. Troll as ogre. G318. Ogres with characteristic methods. G400. Person falls into ogre's power. R11.3. Abduction by giant. R11.1.4. Rescue of princess (maiden) from giant. R164. Rescue by giant. R211.1. Giant breaks from tower prison. Z312.2. Giant ogre can be killed only with iron club he carries.

G100.1. *Giant ogre (Fomorian).* Irish myth: *Cross.
A559.1. Origin of Fomorians.

G101. *Giant gambler as ogre.* N. A. Indian (Navaho): Alexander N. Am. 163.
G11.13. Gambling cannibal. N1. Gamblers.

G105. *Valley of the one hundred giants.* India: Thompson-Balys.

G110. *Possessions of giant ogres.* Irish myth: Cross.

G111. *Giant ogres possess castle.* *Types 304, 545A; *BP III 113 n. 4; English: Wells 66 (Ywain and Gawain); Irish myth: Cross.
FT71.4.1. Castle inhabited by ogres. G304.3.1. Troll's castle.

G112. *Giant's fields fertile; others arid.* French Canadian: Barbeau JAFL XXIX 21.
D1664. Summer and winter garden. D2061. Land made magically sterile.

G120. *Physical characteristics of giant ogres.*

G121. *Blind giant ogre.* *Type 1165*; *Hackman Polyphemusage; Icelandic: *Boberg; Lappish: Qvigstad FFC LX 57.
F531.1.1.3. Blind giant. G301. Stupid ogre. G511. Ogre blinded.

G121.1. *Three giants with one eye.* They pass it around. Type 328*.
F532.1.2. Three women have but one eye among them. They pass it around. F531.1.1. Eyes of giant. G151. Two giants with one axe. They throw it back and forth to each other. G612. The one eye of the three giants stolen.

G121.1.1. *One-eyed giant (ogre).* Irish myth: *Cross.
A128.2. One-eyed god.

G122. *Giant's hair grows into rock.* He is thus kept from falling from cliff. N. A. Indian (Navaho): Alexander N. Am. 163.
G321. Cliff-ogre. Kills victims over cliff.

G123. *Giant ogress with breasts thrown over her shoulder.* Van Gennep Formation des Légendes 47; Finnish: Holmberg Finno-Ugric 183.
F232.2. Fairies have breasts long enough to throw over their shoulders. F441.2.1.2. Wood-nymph with breasts so long that she throws them over her shoulder. F460.1.2. Mountain-wife has breasts so long that she throws them over her shoulder. F531.1.5.1. Giantess throws her breasts over her shoulders.

G124. *Skeleton giant.* N. A. Indian (California): Dayton and Newman 91.

G125. *Fire-spewing giantess.* Icelandic: *Boberg.
B11.2.11.1. Dragon spews venom. F582.2. Man spews venom. G363.1. Ogre with flaming mouth. H41.4. Flame issuing from mouth as sign of royalty.

G126. *Giant ogre in shape of animal.*

G126.1. *Giant ogre in the shape of a cat.* India: Thompson-Balys.

G126.2. *Giant ogre in shape of horse.* India: Thompson-Balys.

G130. *Customs of giant ogres.*

G131. Giant ogre never crosses water. French Canadian: Barbeau JAFL XXIX 12.

G273.4. Witch powerless to cross stream.

G150. Giant ogres—miscellaneous.

G151. Two giants with one axe. They throw it back and forth to each other. *Fb "økse" III 1171b. — Lithuanian: Balys Index No. 3711.

G121.1. Three giants with one eye. They pass it around.

G152. Giant herdsman. Hideous beastlike giant guards a herd of wild fighting animals. Herdsman can seize one of them in such a way as to make rest beg mercy. *Brown Iwain 7ff.; Irish myth: *Cross; Icelandic: Boberg.

B375.1. Wild animals kept as dogs. B845. Wild animals herded. F331.3. Gargantuan feats. G249.1. Witches drive herds of deer. H1112. Task: herding rabbits. H1154.2. Task: capturing deer from herd watched by giant.

G152.1. Giant with tree for herding-stick. German: Dümke Havensagen (Leipzig, 1924) 72 No. 56, Haas Pommersche Sagen (Berlin, 1912) 54 No. 106.

F814.2. Strong man uproots tree and uses it as weapon. F621. Strong man: tree-puller. H1562.1. Test of strength: pulling up tree by roots.

G154. Giant hacked so that a staircase is made up his body. Hero climbs up and kills him. Scottish: Campbell-McKay No. 17.

G156. King of the giants. India: Thompson-Balys.

G157. Giant ogre's prodigious speed. India: Thompson-Balys.

G158. Giant's shriek heard five miles away. India: Thompson-Balys.

G161. Giant issues out of tiny vessel. India: Thompson-Balys.

G162. Giant lives in a castle in the air. India: Thompson-Balys. F771.3.1. Castle in the air.

G171. Giant roasts camels, elephants for food on crater of volcano. India: Thompson-Balys.

G200—G299. Witches.

G200. Witch. *Types 405, 432, 442, 708, 710, 711; **Kittredge Witchcraft: "Vordemfelde Die Hexe im deutschen Volksmärchen (Mogk Fest-schrift 588); *Fb "heks" IV 206a; Hansen Zauberwahn, Inquisition und Hexenprozess im Mittelalter (München und Leipzig, 1900), ibid. Quellen und Untersuchungen zur Geschichte des Hexenwahns und der Hexenverfolgung in den österr. Alpenländern (1934); Hdwb. d. Abergl. III 1827—1920; R. F. Fortune Sorcerers of Dobu (London, 1932); M. A. Murray The Witch-Cult in Western Europe (Oxford, 1921); M. Summers The History of Witchcraft and Demonology (London, 1926); *Arne Runeberg Witches, Demons and Fertility Magic (Helsinki, 1947); A. Mayer Erdmutter und Hexe (München, 1936); *Hoffmann-Krayer Zs. f. Vksk XXV 117. — Irish myth: *Cross; Scotch: Macdougall and Calder 235 ("glastig"); Icelandic: *Boberg; Lappish: Hartland Science 173; Finnish-Swedish: Wessman 81ff. Nos. 673—739; Jewish: *Neuman; Arabian: Burton Nights I 28, 76, 333, II 233—238, VI 158, 242n., VIII 131, S VI 325ff., 452; India: *Thompson-Balys, Penzer X 362 s.v. "Witch"; Mono: Wheeler 45; Papua: Ker 21, 31, 68; Tuamotu: Stimson MS (z-G. 13/499); S. A. Indian (Toba):

Métraux MAFLS XL 77; (Araucanian): Alexander Lat. Am. 328; Africa: *Werner African 333ff.; (Basuto): Jacottet 236 No. 34.

C782.2. Tabu: selling to witch. C784.1. Tabu: lending to witch. D1385.16.3. Magic hymn protects against spells of women. D1711. Magician. D2070. Bewitching. E501.2.3. Witches in wild hunt. F360. Malevolent or destructive fairies. F402. Evil spirits. Demons. F971.1.2. Witch's horse-switch blossoms. G11.3. Cannibal witch. P27.0.3. Women druids. Q212.1. Theft from dwarf (witch) revenged. Q414.0.10. Burning for witchcraft.

G201. Three witch sisters. Sometimes simply three hags. *BP I 114; *R. Drinkuth Hessische Blätter f. Vksk. XXXII 109—154, XXXIII 1—77; *Von Sydow Två Spinnsgor 68ff.; Irish myth: *Cross; Icelandic: MacCulloch Eddie 245; India: Thompson-Balys.

A463.1. The fates.

G201.1. Three witches (hags) deformed from much spinning. *Type 501; *Von Sydow Två Spinnsgor.

G224. Source of witch's magic. J51. Sight of deformed witches causes man to release wife from spinning duty. M233. Three deformed witches invited to wedding in exchange for help.

G202. Beneficent witches. Papua: Ker 52, 127.

G203. Origin of witches. Icelandic: Boberg.

G203.1. Witch daughter of fairy and man. Icelandic: Boberg.

G203.2. Witches come forth at emergence of mankind. N. A. Indian (Zuñi): Benedict 344.

A1232. Mankind ascends from under the earth.

G204. Girl in service of witch. *Types 310, 428; Herrmann Saxo II 485. G462. Person as servant in ogre's house.

G205. Witch stepmother. *Types 403, 450; Icelandic: *Boberg; Lithuanian: Balys Index Nos. *453, *481; Africa (Basuto): Jacottet 268 No. 40. (Ekoil): Talbot 401; Jamaica: *Beckwith MAFLS XVII 268 No. 80. M411.1. Curse by stepmother. P18.1. After highly mourned wife's death the king marries another who turns out to be an evil witch. S31. Cruel stepmother.

G206. Witch has (three) giant sons. Irish myth: *Cross.
F531.6.1. Origin of giants.

G207. Male witch. North Carolina: Brown Collection I 648.

G210. Form of witch.

G210.0.1. Witch invisible. (Cf. A11, D1980, E421.1, G303.6.2.1, F235.1, E501.1.) England: *Baughman.

G211. Witch in animal form. Kittredge Witchcraft 174 nn. 1—3.

D630. Transformation and disenchantment at will. F531.1.8. Giant in animal form. G303.3. Forms in which the devil appears. G303.3.3. The devil in animal form.

G211.1. Witch in form of domestic beast.

G211.1.1. Witch in form of horse. (Cf. D131.) Köhler-Bolte I 220, 586; *Fb "Troms kirke" III 858b; Tobler 45; England, Scotland, Wales, U.S.: Baughman; Icelandic: Corpus Poeticum Boreale I 153, Boberg; Hindu: Tawney I 342.

G211.1.1.1. Witch in form of headless horse. *Fb "föl" I 400.

G211.1.2. *Witch as horse shod with horseshoes.* Köhler-Bolte I 220, 586; *Fb "Troms kirke" III 858b; Tobler 44; England, Scotland, U.S.: Baughman; Swiss: Jegerlehner Oberwallis 322 No. 91.
 DS55.1. Transformation to horse by being horse-shod. F551.1.2.1. Woman with horseshoe on one foot.

G211.1.2. *Witch in form of mule.* U.S.: Baughman.

G211.1.3. *Witch in form of cow.* England, U.S.: *Baughman.

G211.1.4. *Witch in form of sheep.* England, U.S.: *Baughman.

G211.1.5. *Witch in form of goat.* (Cf. G262.3.1.) U.S.: Baughman.

G211.1.6. *Witch in form of hog.* England, U.S., Wales: *Baughman.

G211.1.7. *Witch in form of cat.* (Cf. D142.) Fb "kat" II 107b, IV 255b; Tobler 42; Irish myth: Cross; England, Wales, U.S.: Baughman; North Carolina: Brown Collection I 659; Icelandic: *Boberg; Swiss: Jegerlehner Oberwallis 325 No. 15; German: Grimm No. 69; Spanish: Espinosa Jr. Nos. 167—172.

G211.1.8. *Witch in form of dog.* (Cf. D141.) *Fb "heks" I 581a; Tobler 41; Kittredge Witchcraft 176f. nn. 22—29; England: Baughman; Lithuanian: Balys Legends No. 438; Spanish: Espinosa Jr. No. 173; West Indies: Flowers 441; S. A. Indian (Arawak of Surinam): Jijena Sanchez 23.

G211.2. *Witch in form of wild beast.*

G211.2.1. *Witch in form of bear.* (Cf. D113.2.) Fb "heks" I 581a.

G211.2.2. *Witch in form of wolf.* (Cf. D113.1.) Fb "heks"; Icelandic: Snorra Edda Gylf. XII, *Boberg; Swiss: Jegerlehner Oberwallis 307 No. 31, 315 No. 124.

G211.2.3. *Witch in form of fox.* (Cf. D113.3.) Fb "heks" I 581a; U.S.: Baughman; Swiss: Jegerlehner Oberwallis 304 No. 25; Japanese: Anesaki 325f.

G211.2.4. *Witch in form of deer.* England, Scotland, U.S.: *Baughman; India: Thompson-Balys.

G211.2.4.1. *Witch in form of stag.* Irish myth: Cross; India: *Thompson-Balys.

G211.2.5. *Witch in form of mouse.* (Cf. D117.1.) Fb "heks" I 581a.

G211.2.6. *Witch in form of rat.* England, U.S.: *Baughman.

G211.2.7. *Witch in form of hare.* (Cf. D123.) Fb "hare" I 556; Kittredge Witchcraft 179 nn. 45—49; Irish myth: Cross; England, Scotland, Wales, U.S.: Baughman.
 DS55.2. Witch transforms self to hare so as to suck cows.

G211.2.7.1. *Witch as hare allows self to be coursed by dogs for pay or for sport.* England, Ireland, Scotland, U.S., Wales: *Baughman.

G211.2.8. *Witch as raccoon.* U.S.: Baughman.

G211.2.9. *Witch as hedgehog.* England: *Baughman.

G211.2.10. *Witch in form of bat.* England: Baughman.

G211.3. *Witch in form of domestic bird.*

G211.3.1. Witch in form of hen. (Cf. D166.) *Fb "höne" I 750b; U.S.: Baughman.

G211.3.1.1. Witch in form of rooster. U.S.: Baughman.

G211.3.2. Witch in form of duck. (Cf. D165.) *Fb "and" IV 12b.

G211.3.3. Witch in form of goose (*gosling*). England: Baughman.

G211.4. Witch in form of wild bird. U.S.: *Baughman.

G211.4.1. Witch in form of crow. (Cf. D151.4.) Fb "krage" II 285b; U.S.: Baughman; India: Thompson-Balys.

G211.4.2. Witch in form of partridge. U.S.: Baughman.

G211.4.3. Witch in form of heath hen. U.S.: Baughman.

G211.4.4. Witch in form of owl. U.S.: Baughman.

G211.4.5. Witch in the form of buzzard. U.S.: Baughman.

G211.5. Witch in form of an insect.

G211.5.1. Witch in form of fly. (Cf. D185.) Fb "flue" I 315.

G211.5.2. Witch in form of bee. India: Thompson-Balys.

G211.5.3. Witch in form of beetle. U.S.: *Baughman.

G211.6. Witch in amphibian form.

G211.6.1. Witch in form of toad. (Cf. D196.) Fb "tudse" III 888b; England, Wales, U.S.: Baughman.

G211.6.2. Witch in form of crocodile. Africa: Stanley 100.

G211.7. Witch in form of fish.

G211.7.1. Witch in form of whale.¹ North Carolina: Brown Collection I 644; Icelandic: Ketils saga H. 116, 131, Hjálmters saga ok Olvers 507 —08, Boberg.

G211.8. Witch in form of reptile.

G211.8.1. Witch in form of snake. England, U.S.: Baughman; Cheremis: Sebeck-Nyerges; India: *Thompson-Balys.

G211.9. Witch in form of mythical animal. Icelandic: *Boberg.

G211.9.1. Witch in form of dragon. (Cf. D119.2.) Icelandic: *Boberg.
D199.2. Transformation: man to dragon. D199.2.1. Magician fights as dragon.

G212. Witch in form of object. (Cf. D200.)

G212.1. Witch in form of blade of straw. Tobler 45; Wales: Baughman.

G212.2. Witch in form of cookstove. U.S.: Baughman.

G212.3. Witch in form of a scroll. England: Baughman.

G212.4. Witch in form of a tree. England: Baughman.

¹ In folk thought, a fish.

G212.5. Witch in form of ball of fire. (Cf. F491, E742.2.) England: Baughman.

G213. Witch with extraordinary eyes.
F541.2. Eye with picture in the pupil. Witch with picture of cat (dog) in pupil.

G213.1. One-eyed witch. Irish myth: *Cross; Icelandic: Boberg.
A128.2. One-eyed god. F512.1. Person with one eye. F512.1.2. Three women have but one eye among them. Pass it around.

G213.2. Witch with red eyes. Danish: Kristensen Danske Sagn V (1897) 233ff., (1934) 188ff.; Swiss: Jegerlehner Oberwallis 325 No. 11.

G213.3. Witch with receding eyes. Irish myth: Cross.

G213.4. Witch with blazing eyes. Irish myth: Cross.

G214. Witch with extraordinary teeth.
F513.1. Person unusual as to his teeth. F531.1.6.2. Giant with teeth like those of a saw. G88. Cannibal has long tooth and long nail.

G214.1. Witch with long teeth. Fb "tand" III 771ab; Hoffman-Krayer Zs. f. Vksk. XXV 118; Irish myth: *Cross; German: Grimm No. 24.

G214.2. Witch with iron teeth. Hoffman-Krayer Zs. f. Vksk. XXV 117.

G214.3. Witch with nine rows of teeth. Irish myth: Cross.

G214.4. Witch with twisted tusks (reaching to her shoulders). Irish myth: Cross.

G215. Witch extraordinary as to head.
F511. Person unusual as to his head. F531.1.2. Head of giant.

G215.1. Seven-headed witch. Jamaica: *Beckwith MAFLS XVII 268 Nos. 79, 80.
B11.2.3.1. Seven-headed dragon. B15.1.2.6.1. Seven-headed serpent. F531.1.2.2. Many-headed giant. G11.17. Seven-mouthed cannibal ogre. G327.4. Seven-headed witch defeated by throwing egg at each head. G304.1.3. Many-headed troll.

G216. Witch with extraordinary feet.
F517. Person unusual as to his legs. F531.1.3. Feet of giant. F551. Remarkable feet. G303.4.5. The devil's feet and legs.

G216.1. Witch with goose feet. *Hoffman-Krayer Zs. f. Vksk. XXV 117f.
E422.1.6. Revenant with chicken feet. F451.2.2.2. Dwarf with bird feet.

G217. Witch with enormous hands. India: Thompson-Balys.
F532. Remarkable hands.

G219. Form of witch—miscellaneous.

G219.1. Witch with iron members. *Hoffman-Krayer Zs. f. Vksk. XXV 118 nn. 7—9.

G219.2. Witch (troll-woman) with beard. Fb "mus" II 631b.

G219.3. Witch has long nails. Irish myth: Cross.
F531.1.6. Other bodily characteristics of giant. F544.3. Remarkable teeth. G88. Cannibal has long tooth and long nail.

G219.4. Witch with very long hair. Irish myth: Cross; Icelandic: *Boberg.
B81.9.1. Mermaid's hair reaches to her waist. G221.1. Strength of witches in hair.

G219.5. Wrinkled witch. Irish myth: Cross.

G219.6. Witch is twisted, bony (*has lumps on body*). Irish myth: *Cross.

G219.7. Black witch. Icelandic: *Boberg.
B292.6. Black cat as servant of giant. B631. Human offspring from marriage to animal. E423.1.2. Revenant as cat. F527.5. Black man. F531.1.7.3. Black giant. F531.6.1.3. Giant son of black cat. G303.3.1.6. The devil as a black man.

G219.8. Tailed witch.

G219.8.1. Witch with fifteen tails. Icelandic: Corpus Poeticum Boreale I 357, Boberg.

G219.8.2. Witch with knife-like tail. Eskimo (West Hudson Bay): Boas BAM XV 183.

G219.9. Witch's back covered with nails and broken glass. Type 480; Roberts 169.

G220. Characteristics of witches.

G220.0.1. "Black" and "white" witches. Malevolent and benevolent. U.S.: Baughman.

G220.0.2. Sex of witches. Both men and women are called witches. England: *Baughman.

G221. Strength of witches.

G221.1. Strength of witches in hair. *Fb "hår" I 771b.
B81.9.1. Mermaid's hair reaches her waist. D1831. Magic strength resides in hair. G219.4. Witch with very long hair.

G221.1.1. Witch's hair has power to bind or to transform. *BP I 554; Scotch: Macdougall and Calder 231, 237, 239; Spanish: Espinosa Jr. No. 68.

G221.2. Strength of witches depends on their touching earth. Swiss: Jegerlehner Oberwallis 316 No. 128.
D1833. Magic strength by touching earth.

G221.3. Witch has extraordinary bodily strength. (Cf. D1830, F610.) Irish myth: Cross; Icelandic: Boberg.

G221.3.1. Witch marks stone with finger marks. U.S.: Baughman.

G221.4. Witch cannot be hurt if she looks attacker in the face. Eskimo (Greenland): Rink 372.

G222. Luminous witches.

G222.1. When devil combs witches, sparks fly. Fb "kjæmme" II 148.

G222.2. Luminous witch-boat. Carries fishermen to bottom of sea. S. A. Indian (Araucanian): Alexander Lat. Am. 328.
F401.2. Luminous spirits.

G223. Head of beheaded witch mends if rubbed with salt. *Fb "hoved" I 654b.
E763. Vital head. Retains life after being cut off.

G224. Source of witch's magic. Spanish: Espinosa Jr. Nos. 151—159.

G224.1. Witch's charm opposite of Christian. Must be "Without God and Holy Mary" instead of "With God, etc." (Cf. G224.5.) Spanish: Boggs

FFC XC 84 No. *746, Espinosa Jr. Nos. 151, 153, 154; England, Ireland, Wales, U.S.: Baughman; West Indies: Flowers 441.
A1756. Devil produces animals only in God's name. D1681. Charm incorrectly uttered will not work. V6. Religious services.

G224.2. Witch's salve. Source of magic power. *Fb "salve" III 151b; Irish myth: Cross; Spanish: Espinosa Jr. No. 150—158.
D1244. Magic salve (ointment). G241.2.2. Person enchanted by witch's salve so as to be ridden by witch. G242.1.1. Witch smears fat on brooms in preparation for flight.

G224.3. Witches get their powers from books. (Cf. D1266.) England, U.S., Wales: *Baughman.

G224.4. Person sells soul to devil in exchange for witch powers. (Cf. G281, M211, K210ff.) England, U.S.: *Baughman.

G224.5. Witch's power received by altering religious ceremony. (Cf. G224.1.) Ireland, U.S.: *Baughman.

G224.6. Witch power acquired by standing on manure pile, swinging red lantern, looking over shoulder. U.S.: Baughman.

G224.7. Witch gets power by licking brew made from a serpent. (Cf. B217.1.) Scotland: Baughman.

G224.8. Person gets witch power by walking twelve times around a church backward at midnight. England: Baughman.

G224.9. Witch power is inherited. England: *Baughman.

G224.10. Witch power is transferred from one person to another. (Cf. D1751.) England, U.S.: *Baughman.

G224.11. Witch power from bone ("witch bone").

G224.11.1. Witch bone from toad. England: *Baughman.

G224.11.2. Witch bone from cat. U.S.: Baughman.

G224.12. Word charm gives witch power. (Cf. D1273.) England, Scotland: *Baughman.

G224.13. Other sources of witch's power.

G224.13.1. Witch uses bottle of horse-nail stumps to bewitch people. (Cf. D1274.1.) England: Baughman.

G224.14. Witches renew powers periodically. England, U.S.: *Baughman.

G225. Witch's familiar spirit. Argentina: *Jijena Sanchez 73—114.
B292. Animal in service to man. F403. Good spirits. G241.1. Witch rides on unusual animal.

G225.0.1. Witch feeds animal familiar with her own blood. Kittredge Witchcraft 179 nn. 51—53; England: Baughman.

G225.0.2. Familiar is given to witch by devil when person becomes witch. England, U.S.: *Baughman.

G225.0.3. Familiars do work for witch. England: Baughman.

G225.0.4. Bullets will not harm witch's familiars. Argentina: Jijena Sanchez 81 (D1840).

G225.0.5. Familiar's abode is magician's cellar. Argentina: Jijena Sanchez 85.

G225.0.5.1. *Familiar's abode is hearth of magician.* Argentina: Jijena Sanchez 84, 92.

G225.0.6. *Familiar comes at nightfall and disappears at cockcrow.* (Cf. E452.) Argentina: Jijena Sanchez 86f.

G225.0.7. *Familiar to be fed on human meat.* Argentina: Jijena Sanchez 88, 90.

G225.1. *Insect as witch's familiar.* (Fly, bee, gnat, spider.) Kittredge Witchcraft 180 n. 54; Tobler 40; England: Baughman. E734. Soul in form of insect.

G225.2. *Horse as witch's companion.* *Howey 172ff.; Argentina: Jijena Sanchez 76, 87.

G225.3. *Cat as servant of witch.* Fb "kat" II 107; Kittredge Witchcraft 177f. n. 36; England, U.S.: Baughman; North Carolina: Brown Collection I 660, 664; Icelandic: Boberg.

B181.1. Magic cat. B292.6. Black cat as servant of giant. E423.1.2. Reverent as cat. F331.6.1.3. Giant son of black cat. G241.1.4. Witch rides on cat. G252. Witch in form of cat has paw cut off.

G225.4. *Toad as witch's familiar.* (Cf. G303.10.2.) Kittredge Witchcraft 182 nn. 76—87; England: Baughman; Argentina: Jijena Sanchez 76.

G225.5. *Witch has an army of dragons, lions and bears.* Icelandic: þidriks saga II 271—75, Boberg.

G225.6. *Dog as witch's familiar.* England: *Baughman; Argentina: Jijena Sanchez 76, 85; German: Grimm No. 85.

G225.7. *Other animal as witch's familiar.* England, U.S.: *Baughman.

G225.7.1. *Magician's familiar a pig.* Argentina: Jijena Sanchez 76.

G225.7.2. *Magician's familiar a viper.* Argentina: Jijena Sanchez 76, 92.

G225.8. *Minor devil or imp as witch's familiar.* England, U.S.: *Baughman.

G229. *Characteristics of witches—miscellaneous.*

D1987.1. Magic disappearance of witch. G201.1. Three witches (hags) deformed from much spinning.

G229.1. *Soul of witch leaves the body.* England, U.S.: Baughman; Swiss: Jegerlehner Oberwallis 315 No. 124. E721. Soul journeys from the body. G251.1. Witch recognized by seeing wasp (beetle) enter her mouth while asleep.

G229.1.1. *Witch who is out of skin is prevented from reentering it when person salts or peppers skin.* (Cf. G275.8.1.) England, U.S.: *Baughman.

G229.2. *Witch carries her children in her own body.* Jamaica: *Beck-with MAFLS XVII 269 No. 82. F1034. Person concealed in another's body.

G229.3. *Witches lack bread and salt.* Fb "salt" III 148a.

G229.4. *Inulnerability of witches.* Irish myth: Cross; Icelandic: *Boberg. D1840. Magic invulnerability.

G229.4.1. *Witch can be killed only by certain lance.* Irish myth: Cross. Z312. Unique deadly weapon. Only one thing will kill a certain man.



G229.4.2. Witch can catch bullets and send them back. (Cf. G265.8.3.1.2.)
Lithuanian: Balys Historical.

G229.4.3. Witch's body does not bleed when stuck with sharp object. (Cf. G225.0.1, G273.6.) England: Baughman.

G229.4.4. Witch says her knees are beads (liver is lead, stomach is copper, or the like). Eskimo (West Hudson Bay): Boas BAM XV 312.

G229.5. Beautiful witch. (Cf. G264.) North Carolina: Brown Collection I 660; Icelandic: *Boberg.

G229.6. Witch's body melts stone she sits on. England: Baughman.

G229.7. Blue lights follow witches. U.S.: *Baughman.

G229.8. Fire burns up and crackles when wizard passes fireplace. England: Baughman.

G230. Habitat of witches.

F147.3. Witch's house at border of otherworld.

G231. Witch dwells on cliff. Hoffmann-Krayer Zs. f. Vksk. XXV 119; Icelandic: Corpus Poeticum Boreale I 152, Boberg.

G232. Witch dwells on glass mountain. *Fb "glasbjærg" I 459—460, "heks" I 582.

F751. Glass mountain.

G233. Witch lives in fairy mound. Irish myth: Cross.

F211. Fairyland under a hollow knoll.

G234. Witch resides in tree. India: Thompson-Balys.

G235. Witch lives in monastery. (Cf. G243.) India: Thompson-Balys.

G236. Witch lives in forest. German: Grimm Nos. 15, 60, 69, 123.

G240. Habits of witches.

T611.3. Witch (fairy) suckles child.

G241. Witch rides. Icelandic: *Boberg.

G241.1. Witch rides on unusual animal.

B657. Unusual animal as riding horse. G225. Witch's familiar spirit. G304.3.2. Troll's animals.

G241.1.1. Witch rides on wolf. Fb "ulv" III 970a; Icelandic: Corpus Poeticum Boreale I 226, 146, *Boberg; North Carolina: Brown Collection I 654.

G241.1.2. Witch rides on goat. *Fb "buk" IV 77a; Kittredge Witchcraft 175 nn. 9—10; England: Baughman.

G241.1.3. Witch rides on dog. *Fb "hund" I 676b.
F455.3.3.1. Troll rides on dog.

G241.1.4. Witch rides on cat. England: Baughman.

B181.1. Magic cat. B292.6. Black cat as servant of giant. G225.3. Cat as servant of witch. G232. Witch in form of cat has paw cut off.

G241.1.4.1. Witch rides on black cat. Fb "ride" III 53a.

G241.1.5. Witch rides on whale. Icelandic: Boberg.

G241.1.6. Witch rides on cattle. Icelandic: MacCulloch Eddic 302.

G241.1.7. Witch rides on tiger. India: Thompson-Balys.
G597.10. Person carried by tiger.

G241.2. Witch rides on person. Fb "ride" III 52b; North Carolina: Brown Collection I 649, 667; Icelandic: MacCulloch Eddic 302, Boberg.
E262. Ghost rides on man's back. F420.5.2.10. Water-man sits on back of persons as heavy burden. F472. Huckauf.

G241.2.1. Witch transforms man to horse and rides him. *Fb "hest" I 599a; England, U.S.: Baughman; North Carolina: Brown Collection I 650; Lithuanian: Balys Index No. 3656; Livonian: Loorits FFC XVI 62 No. 157; Estonian: Aarne FFC XXV 130 No. 71; Icelandic: Sveinsson FFC LXXXIII No. 306I.
D153. Transformation: man to horse. G269.3. Witch harnesses man and leads him to dance.

G241.2.1.1. Witch transforms person by means of magic bridle. England, U.S.: *Baughman.

G241.2.2. Person enchanted by witch's salve so as to be ridden by witch.
*Fb "salve" III 151a.
D5. Enchanted person. G224.2. Witch's salve.

G241.3. Witch rides on horse. (Cf. G241.2.1.) Canada, England, U.S.: *Baughman.

G241.3.1. Witch rides on horses transformed from straw. U.S.: *Baughman.

G241.3.2. Witch rides horses through air. England: Baughman.

G241.3.3. Witch's horse or witch leaves mark on church steeple as he goes over. England: *Baughman.

G241.4. Witch rides on object.

G241.4.1. Witches ride on tubs using goose wings for oars. England: Baughman.

G241.4.2. Witches travel on water in eggshells. England, U.S.: *Baughman.

G241.4.3. Witch travels over water in a sieve or a riddle. England, Scotland: *Baughman; North Carolina: Brown Collection I 660.

G241.4.4. Witches ride on bee-hives. Lithuanian: Balys Index No. 3652.

G242. Witch flies through air. Kittredge Witchcraft 29; *Penzer II 104, IX 57—58; England, Scotland, U.S.: Baughman; Icelandic: MacCulloch Eddic 300f.; Spanish: Espinosa Jr. Nos. 150—56.

G242.1. Witch flies through air on broomstick. Kittredge Witchcraft 243, 547 n. 33; Fb "lime" II 430, "limeskaff" II 430f.; England, Scotland, Wales, U.S.: Baughman; Icelandic: *Boberg; Finnish-Swedish: Wessman 81f. Nos. 675, 683; Finnish: Aarne FFC XXXIII 48 No. 106; Estonian: Aarne FFC XXV 138 No. 106; Lithuanian: Balys Index No. 3651; Spanish: Espinosa Jr. No. 156.
D1532. Magic object bears person aloft.

G242.1.1. Witch smears fat on brooms in preparation for flight. Fb "fejd"; Penzer IX 45 n. 1; England, U.S.: Baughman; Finnish-Swedish: Wessman 81f. Nos. 675, 683.
G224.2. Witch's salve.

G242.1.2. Witch rides stalk of broom (*ragwort*). England: *Baughman.

G242.2. Witch flies as whirlwind. Fb "hvirlvlevind" I 707b.

G242.3. Witch flies through air on leaf. Irish myth: Cross.

G242.4. Witches ride tree through the air. India: *Thompson-Balys.

G242.5. Other objects that bear witches aloft. England: *Baughman.

G242.6. Witches use magic aids for flying. (See D1531, G242.1.1.)

G242.7. Person flying with witches makes mistake and falls. England, Scotland, U.S.: *Baughman.

G242.8. Person imitates witch by putting ointment in eye: eye blinded. (Cf. F361.3.) England: Baughman.

G243. Witch's sabbath. A meeting of witches in which church services are burlesqued. **Kittredge Witchcraft chapter XVI; Sahlgren Blåkulla och blåkullafärderna (Namn och Bygd 1915); Siebs Zs. f. Vksk. III 391; Schell ibid. IV 213; Grueissing ibid. III 172; "Fb "heks" I 580b, "Bloksbjærg" IV 49b, "Troms kirke" III 858b, 859ab, "Sankt Hansdag" III 161b, "Valborg aften" III 993a, "kirke" IV 258b. — England: Baughman; Icelandic: Boberg; Finnish-Swedish: Wessman 81 Nos. 673—675; Lithuanian: Balys Index No. 3651; Swiss: Jegerlehner Oberwallis 296 No. 23, 315 No. 128; Spanish: Espinosa Jr. No. 151, 156, 157.

D1766.4.2. Storm raised because of cat christened by witches. G285.1. At communion witches spit out wine over shoulder. V6. Religious services. V49.1. Werewolves hold mass.

G243.1. Obeisance to devil at witch's sabbath. England: Baughman; Spanish: Espinosa Jr. Nos. 151, 155, 156; West Indies: Flowers 444.

G243.1.1. Witches kiss devil's tail. Fb "kyses".

G243.2. Parody of church ceremony at witch's sabbath. Kittredge Witchcraft 243.

G243.2.1. Witch's rosary consists of goat dung. Swiss: Jegerlehner Oberwallis 329 No. 54.

G243.3. Witches have sexual intercourse with devil or his minions. England, U.S.: *Baughman.

G243.3.1. Witch gives birth to toads and snakes after union with devil. U.S.: Baughman.

G243.4. Witches worship demon. India: Thompson-Balys.

G244. Witch spins. *Hoffmann-Krayer Zs. f. Vksk. XXV 120 nn. 5—8. Cf. Types 480, 501.

G244.1. Witch winds yarn. Irish myth: Cross.

G245. Witch bathes. Hoffmann-Krayer Zs. f. Vksk. XXV 120 n. 3.

G245.1. Witch transforms self into snake when she bathes. Hoffmann-Krayer Zs. f. Vksk. XXV 117.

C31.1.2. Tabu: looking at supernatural wife on certain occasion (Melusine).

G246. Witches bake bread. Hoffmann-Krayer Zs. f. Vksk. XXV 117, 119 n. 4. F420.3.2.4. Water-spirits bake. F461.3.4.5. Dwarf bakes bread.

G247. Witches dance. *Fb "danse" IV 93a; U.S.: Baughman; Spanish: Espinosa Jr. Nos. 150, 155—157, 171.

G247.1. Witches dance with devil at witch's holiday. England: *Baughman.

G248. Witches feast on rich food and drink. England, Scotland, U.S.: *Baughman.

G248.1. Man joins feast of witches. (Cf. G242.7.) U.S.: *Baughman.

G249. Habits of witches—miscellaneous.

G249.1. Witches drive herds of deer. Scotch: Macdougall and Calder 239, 241, 255—57.
G152. Giant herdsman. H1154.2. Task: capturing deer from herd watched by giant.

G249.2. Witches scream. Irish myth: Cross.

G249.3. Witch enters and leaves house by chimney. (Cf. F275, G242.1.) U.S.: *Baughman.

G249.4. Witch returns late home and leaves early. BP III 38; Icelandic: *Boberg.

G249.5. Witches boil cauldron of wizardry (cook dog). Irish myth: *Cross.

G249.6. Witch followed by husband; dies when discovered. (Cf. G252.) India: Thompson-Balys.

G249.7. Witches go through keyholes. (Cf. F304.3.) England: *Baughman.

G249.8. Witches open doors and windows. (Cf. E338.1.1.4.) England: Baughman.

G249.9. Witches vanish from prison. England: *Baughman.

G249.10. Witches can see in the dark. England: Baughman.

G249.10.1. Witches use eyes of animals to travel at night. They leave their own eyes at home, substitute those of an animal. (Cf. E781.1.) U.S.: *Baughman.

G249.11. Witches rock empty chairs. (Cf. F473.2.1.) U.S.: Baughman.

G250. Recognition of witches.

B521.3.1. Dogs warn against witch. C311.1.6. Tabu: seeing witch in her true form. D1323.7. Turf from church roof gives clairvoyance. Placed on head in order to see witches. D1981.4. Magic invisibility of witches. G277. Testing of witches. H9. Recognition.

G250.1. Man discovers his wife is a witch. Papua: Ker 68.

G251. Witch recognized by seeing wandering soul return.

G251.1. Witch recognized by seeing wasp (beetle) enter her mouth while asleep. Only when it enters can she be awakened. Tobler 39f.; Finnish-Swedish: Wessman 83 No. 684.
E721.1. Soul wanders from body in sleep. E734. Soul in form of insect.
G229.1. Soul of witch leaves the body.

G251.1.1. Separable soul of witch in parrot. (Cf. E732.) India: Thompson-Balys.

G251.2. Witch recognized when skin of witch is found with soul absent. (Cf. G229.1.1.) U.S.: *Baughman.

G252. Witch in form of cat has hand cut off: recognized next morning by missing hand. Taylor MPH XVII (1919) 59 n. 8; Wales, U.S.: *Baughman; North Carolina: Brown Collection I 660; Icelandic: Boberg; Lithuanian: Balys Index Nos. 3657, 3684; Swiss: Jegerlehner Oberwallis 304 No. 25, 307 No. 31, 325 Nos. 7, 15; Spanish: Espinosa Jr. Nos. 170, 171; Japanese: Ikeda; West Indies: Flowers 444.

B181.1. Magic cat. B292.6. Black cat as servant of giant. D102.1.1. Cat's paw cut off: woman's hand missing. G225.3. Cat as servant as witch. G275.12. Witch in form of animal is injured or killed as result of injury to animal. G341.1.4. Witch rides on cat.

G252.0.1. A cat in form of an old woman has hand cut off; recognized next morning by missing paw. Japanese: Ikeda.

G252.1. Witch killed as whale. She herself is sitting at home. Icelandic: Boberg.

G275.3.1. Witch burned by burning bewitched animal.

G252.2. Goat's tongue pierced with sharp needle; consequently, witch is sick with pierced tongue. India: Thompson-Balys.

G252.3. Bird's neck broken: rakshasa dies. India: Thompson-Balys.

G253. Witch's horns discovered by lousing her. Swiss: Jegerlehner Oberwallis 315 No. 128, 329 No. 53.

A475.1.1. Goddess of one thousand eyes discovered by lousing. D1962.2. Magic sleep by lousing. K611.1. Escape by pretended lousing.

G254. Witch known by inability to rise from chair with four-leaf clover under it. *Fb "heks" I 581b.

D965.7. Magic four-leaf clover.

G254.1. Witch cannot rise if ring lies under her chair. *Fb "ring." D1413.2. Ring prevents person from rising from chair.

G254.2. Witch known by inability to rise from chair with salt under cushion. (Cf. G271.3.) U.S.: Baughman.

G255. Witch known by hose unbound on one leg. Fb "hosebånd" I 650.

G257. Charms to cause witch to reveal herself. (Cf. G271.)

G257.1. Burning object forces witch to reveal herself: sympathetic magic. England, U.S.: *Baughman.

G257.2. Reading Bible backwards causes witch to reveal herself. (Cf. D1985.2.) England: Baughman.

G257.3. Turning table, cutting notches in it causes witch to reveal herself. U.S.: Baughman.

G257.4. Taking tile from witch's house forces her to reveal herself. England: Baughman.

G257.5. Person puts man's breeches over cow's head; the cow stops in front of witch's house. England, Scotland: *Baughman.

G257.6. Person places three notched elder twigs under bowl. Witch is forced to remove them, thus revealing herself. England: Baughman.

G259. Witch recognition—miscellaneous methods. England: *Baughman.

G259.1. Witch recognized by looking in or through magic object. England, U.S.: *Baughman.

G259.2. Witch recognized by odor. (Cf. G303.4.8.1, G303.6.3.4.) England: Baughman.

G259.3. Witch may be recognized by absence of bleeding when she is pricked with pins. England: Baughman.

G259.4. Witch may be recognized after death by great weight of corpse. (Cf. E400.) U.S.: Baughman.

G259.5. Witch stretches out her hand and brings water from ocean without getting out of her bed; is recognized. India: Thompson-Balys.

G260. Evil deeds of witches. *Kittredge Witchcraft passim; Lithuanian: Balys Index No. 3665; Spanish: Espinosa Jr. Nos. 160—171 passim.
D1278.2. Sorcerers use marrow of corpses' bones. D1855.1. Witch delays person's death. H935. Witch assigns tasks.

G261. Witch steals children. *Type 710; *Hoffmann-Krayer Zs. f. Vksk. XXV 121 n. 3; Krappe Balor 87ff.; Irish myth: *Cross; India: Thompson-Balys; Eskimo (Greenland): Rasmussen III 233.
F321. Fairy steals child from cradle. G440. Ogre abducts person. K764. Witch pretends to be starving beggar woman in order to capture child. R10. Abduction. S211. Child sold (promised) to devil (ogre). S300. Abandoned or murdered children.

G261.1. Witch steals child with hand through chimney. (Cf. G369.5.) Kittredge Arthur and Gorlagon (Harvard Studies and Notes in Philology and Literature VIII) 222ff.

G262. Murderous witch. Irish myth: *Cross; England, Scotland, U.S.: Baughman.
G11.3. Cannibal witch. G11.15. Cannibal demon. G83. Cannibal sharpens knife to kill captive.

G262.0.1. Lamia. Witch who eats children. *Kittredge Witchcraft 224f, 532 nn. 104—108; India: Thompson-Balys, Buddhist myth: Malalasukera I 588, II 407, 676; Papua: Ker 45, 64, 121, 141; Africa (Fang): Trilles 249, (Wachaga): Gutman 92.
G72. Unnatural parents eat children.

G262.0.1.1. Lamia devours her lover. Kittredge Witchcraft 225, 532 n. 114. G327. Swinging ogre. Girls who swing their lovers over pit, cut rope, and later devour them.

G262.1. Witch sucks blood. Striges. *Kittredge Witchcraft 224f, 531f. nn. 103—114; England: Baughman; Icelandic: Boberg; India: Thompson-Balys.
G312.1. Piśca. Drinks blood and eats human flesh.

G262.1.1. Witch's cat as sucker of blood. Kittredge Witchcraft 178 n. 36. B786.1. Cat mutilates corpses.

G262.1.2. Witch sucks blood from woman's or child's breasts. England, U.S.: *Baughman.

G262.1.3. Witches suck blood from the navel of a child without anyone knowing it. India: Thompson-Balys.

G262.2. Witch eats person's entrails (heart). *Kittredge Witchcraft 225, 532 n. 113; India: Thompson-Balys.

G262.3. Witch in animal form kills.

G262.3.1. Witch in form of she-goat kills men. India: Thompson-Balys.
G211. Witch in animal form.

G262.3.2. Witch as cat causes death. England, U.S.: *Baughman.

G262.4. Witch kills with aid of witch-ball (*hair rolled in beeswax*). The ball is sometimes found in the mouth of dead victims. U.S.: Baughman.

G262.5. Witch takes out man's liver. India: Thompson-Balys.

G263. Witch injures, enchant^s or transforms. *Types 303, 442; BP I 528ff., III 9; Icelandic: *Boberg; Lithuanian: Balys Index Nos. 3654f., 3672ff.; Italian: Basile Pentamerone I No. 7, II No. 7; West Indies: Flowers 445.
DS. Enchanted person, D683.2. Transformation by witch. D2070. Bewitching. G265.4.1. Witch causes animals to die.

G263.0.1. Witch (*female demon*) has persons she has enchanted as servants. India: Thompson-Balys.

G263.1. Witch transforms person to animal. (Cf. D100.) German: Grimm Nos. 11, 49, 69, 123, 141, 197; India: Thompson-Balys.

G263.1.0.1. Witch transforms her lovers into animals. Circe. *Krappe Balor 44ff.; *Anderson Hessische Blätter für Volkskunde XXVIII 212 n. 2; Gaster Oldest Stories 47.

G263.1.1. Witch transforms man to bear. Icelandic: Boberg.

G263.1.2. Witch transforms person to seal. Ireland: Baughman.

G263.1.3. Witch transforms man to cow. India: Thompson-Balys.

G263.1.4. Witch transforms husband into dog. India: Thompson-Balys.

G263.1.5. Witch transforms man to bird.

G263.1.5.1. Witch transforms man to crow. India: Thompson-Balys.

G263.1.5.2. Witch transforms man to dove. N. A. Indian (Zuñi): Benedict 344.

G263.2. Witch transforms man to object. (Cf. D200.)

G263.2.1. Witch transforms to stone. German: Grimm No. 60, 85; India: Thompson-Balys.

G263.2.1.1. Witch transforms man into soapstone. U.S.: Baughman; India: Thompson-Balys.

G263.2.2. Witch transforms man to tree. German: Grimm No. 123.

G263.3. Witch causes other transformation.

G263.3.1. Witch transforms townspeople into witches. French Canadian: Sister Marie Ursule.

G263.3.2. Witch transforms girl into man. U.S.: Baughman.

G263.4. Witch causes sickness. (Cf. D2064.) Icelandic: *Boberg; England, Scotland, Wales, U.S.: Baughman; N. A. Indian (Zuñi): Benedict 344.

G263.4.0.1. Illness caused by curse of witch. England: Baughman.

G263.4.1. Witch causes toothache. England: *Baughman.

G263.4.2. Witch causes fits. England, U.S.: *Baughman.

G263.4.3. Witch cripples or lames through illness. (Cf. G269.11.) England, U.S.: *Baughman.

G263.4.4. Witch makes person dumb. England: Baughman.

G263.4.5. Witch makes person blind. German: Grimm No. 135. Q451.7.0.2.5. Miraculous blindness for spying on witches.

G263.5. Witch revives dead. (Cf. E0.) Icelandic: *Boberg; Jewish: *Neuman.

G263.6. Witchcraft causes maiden to hate lover. Irish myth: Cross.

G263.7. Witch causes insanity. England, Scotland, U.S.: *Baughman.

G263.8. Witch makes person lousy. England: Baughman.

G264. *La Belle Dame Sans Merci*. Witch entices men with offers of love and then deserts or destroys them. Hartland Science 71; Huet Contes Populaires 47; Irish: MacCulloch Celtic 172; Scotch: Macdougall and Calder 259; India: *Thompson-Balys; Japanese: Mitford 243ff., 254ff., 275ff.; Korean: Zong in-Sob 74, 100; Marquesas: Handy 48; N. A. Indian (Micmac): Parsons JAFL XXXVIII 94 No. 26, (Seneca): Curtin-Hewitt RBAE XXXII 402 No. 71, 425 No. 79, 485 No. 105, (Fox): Owen PFLS LI 87, (Yurok): Powers CNAE III 59, (Anvik): Chapman PAES VI 67 No. 11; Africa (Ekoi): Talbot 251.

D1860. Love induced by magic. D1901. Witches induce love. F302.3.4. Fairies entice men and then harm them. F441.2.1.3. Wood-nymph woos and then deserts man. F585.1. Fatal enticements of phantom women. G229.5. Beautiful witch. G369.1.5. Man persecuted by a rakshasa in form of a beautiful wench.

G264.0.1. Ogress bathes in pool, is transformed into beautiful maiden, and becomes king's favorite wife. India: Thompson-Balys.
D1866. Beautification by bathing.

G264.1. Woman is death of all who behold her. Indo-Chinese: Scott Indo-Chinese 267.
D2061.2.1. Death-giving glance.

G264.2. Witch's kisses disfigure person. Irish myth: Cross; India: *Thompson-Balys.

G264.3. Female gremlin seduces men with charm (words). India: Thompson-Balys.
D1273. Magic formula (charm). D1355. Love producing magic object. D1901. Witches induce love.

G264.3.1. Witch disguised becomes queen, devours king's horses nightly. India: Thompson-Balys.

G264.4. Fairy-like witch marries man and causes him misfortune. Irish myth: *Cross.

G265. Witch abuses property.
D1605.2. Magic bag sucks milk from cows. It is commanded by a witch. D2070. Bewitching. D2083. Evil magic in the dairy. D2083.2.1. Witches make cows give bloody milk. H1191.2. Task: catching devastating witch who haunts king's best garden.

G265.1. Witch scatters tools at night. Scotch: Macdougall and Calder 263.

G265.2. Witch drowns foal. Scotch: Macdougall and Calder 251.

G265.3. Witch rides horse at night. Howie 174ff.; *Kittredge Witchcraft

219, 527 n. 66; North Carolina: Brown Collection I 650, 667; Icelandic: Boberg; Lithuanian: Balys Index Nos. 3657, 3683f.; India: Thompson-Balys.

F366.2. Fairies ride mortal's horses at night. F471.1.1. Alp rides horse sweaty at night.

G265.3.1. Witch's hair on horse becomes iron. *Fb "hár" I 771b.

G265.4. Witches cause disease or death of animals. Icelandic: Mac-Culloch Eddic 302.

G265.4.0.1. Witch punishes owner for injury or slight by killing his animals. (Cf. G269.10.) England, Scotland, U.S.: *Baughman.

G265.4.1. Witch causes death of animals. England, Scotland, Wales, U.S.: *Baughman.

G265.4.2. Witch causes illness of animals. (Cf. D2066) England, Scotland, U.S., Canada: *Baughman.

G265.5. Witch maims animals. England, Scotland, U.S.: *Baughman.

G265.6. Witch causes animals to behave unnaturally.

G265.6.1. Witch causes pigs to behave unnaturally. U.S.: Baughman.

G265.6.1.1. Witch causes pigs to dance. England: Baughman.

G265.6.2. Witch causes cattle to behave unnaturally. U.S.: Baughman.

G265.6.2.1. Witch causes cattle to run about wildly. England, U.S.: *Baughman.

G265.6.3. Witch causes horse to behave unnaturally. England, U.S.: *Baughman.

G265.6.4. Witch causes dog to behave unnaturally. U.S.: Baughman.

G265.6.4.1. Witch causes dog to dance on hind legs. U.S.: Baughman.

G265.7. Witch controls actions of animals. (Cf. D2072.0.2, D2083.2.) England, Scotland, Ireland, U.S.: *Baughman.

G265.8. Witch bewitches objects. (Cf. D2072, D2081, D2087.1, D2071.0.2.)

G265.8.1. Witch bewitches household articles. (Cf. D2083.3, D2083.4, D2084.1, D2084.2.) England, U.S.: *Baughman.

G265.8.2. Witch bewitches clothing. U.S.: Baughman.

G265.8.3. Witch bewitches implements and machinery. England, U.S.: *Baughman.

G265.8.3.1. Witch bewitches gun.

G265.8.3.1.1. Gun bewitched so that it will not hit target. Canada, U.S.: *Baughman.

G265.8.3.1.2. Witch throws bullets back at shooter. (Cf. F473.6.5, G229.4.2.) England, U.S.: *Baughman.

G265.8.3.2. Witch bewitches wagon. England, U.S.: *Baughman.

G265.8.4. Object bewitched—miscellaneous.

G265.8.4.1. Witch causes hangman's rope to dance so that it cannot be tied to hang her. U.S.: Baughman.

G265.8.4.2. Witch bewitches goose eggs so that they do not hatch. U.S.: Baughman.

G265.8.5. Witch bewitches buildings. U.S.: *Baughman.

G265.9. Witches ruin crop. (Cf. G283.) North Carolina: Brown Collection I 667; Icelandic: MacCulloch Eddic 302.
D2681. Land made magically sterile.

G265.9.1. Witch kills balsam plant after owner refuses to give some to the witch. England: Baughman.

G265.10. Witches bewitch trees.

G265.10.1. Witches shake fruit off trees to punish owner. U.S.: Baughman.

G266. Witches steal. (Cf. D2087, K300.)

G266.1. Invisible witches steal goods in market. (Cf. F235.4.1.) England: Baughman.

G267. Man pursued by witches. N. A. Indian (Zuñi): Benedict 342, 344.

G269. Evil deeds of witches—miscellaneous.

G269.1. Witch begs man to scratch her back: kills him. (Cf. G262.) Fb "kjælling" II 146b.
G276.1. Hen put in witch's hair to scratch while maid escapes. G411. Person aids ogre and is captured. K810. Fatal deception into trickster's power.

G269.1.1. Witch pretends sickness and kicks helper into pit. India: Thompson-Balys.
G321.1. Pusher-into-hole.

G269.2. Witch asks for snuff so that she may seize man. He offers it to her on point of spear and escapes. Scotch: Macdougall and Calder 229, 243, 245, 261.
G411. Person aids ogre and is captured. K500. Escape from death or danger by deception.

G269.3. Witch harnesses man and leads him to dance. Swiss: Jeger-lehner Oberwallis 315 No. 124.
G241.2.1. Witch transforms man to horse and rides him.

G269.3.1. Witch rides man to dance. North Carolina: Brown Collection I 650.

G269.4. Curse by disappointed witch. Type 410; England, Scotland, Wales, U.S.: Baughman; North Carolina: Brown Collection I 643f.; Philippine: Fansler MAFLS XII 303.

G269.4.1. Curse by other angry ogres or ogresses. Icelandic: *Boberg.

G269.5. Witch causes haunted houses. Kittredge Witchcraft 214, 521, 523 nn. 1—6, 18.

G269.6. Witch eats up visitor's bow. India: *Thompson-Balys.

G269.7. Witch estranges brothers. Eskimo (Greenland): Rink 111.

G269.8. Ship wrecked by witch. (Cf. F420.5.2.7.3.) Icelandic: Corpus Poeticum Boreale I 152; India: Thompson-Balys.

G269.9. Witch cuts steaks from hero's body. French Canadian: Sister Marie Ursule.

G269.10. Witch punishes person who incurs her ill will. (Cf. G265.4.)
England, Scotland, U.S., Wales: *Baughman.

G269.10.1. Witch kills person as punishment. (Cf. D2060ff.) England,
Scotland: *Baughman.

G269.11. Witch causes deformity. (Cf. G263.4.3.)

G269.11.1. Witch causes person to become hunchbacked. England:
Baughman.

G269.11.2. Witch causes person's arm to wither. U.S.: Baughman.

G269.12. Witch causes person to break limbs. England: Baughman.

G269.12.1. Witch breaks bridegroom's leg when slighted by bride. Eng-
land: Baughman.

G269.13. Witch causes person to fall from height. Scotland, U.S.:
*Baughman.

G269.14. Witch causes person to be burned. England: Baughman.

G269.15. Witch scratches person. England, U.S.: *Baughman.

G269.16. Witch causes gun to explode, injuring person. England: Baugh-
man.

G269.17. Invisible witch sticks victim with pins. England, U.S.: *Baugh-
man.

G269.18. Witch pushes man around on floor (witch is invisible). U.S.:
Baughman.

G269.19. Witches as ducks pinch victim. U.S.: Baughman.

G269.20. Witch prevents woman from putting one foot on floor. U.S.:
Baughman.

G269.21. Witch torments person by making him act in ridiculous man-
ner.

G269.21.1. Witch causes person to break wind in presence of others.
U.S.: *Baughman.

G269.21.2. Witch causes person to mew like cat and neigh like horse.
England: Baughman.

G269.21.3. Witch causes man to strip naked and imitate a jockey riding
himself. England: Baughman.

G269.22. Witch makes girl believe her lover has ass's head. England:
Baughman.

G269.23. Witch causes lovers on stile to think they are surrounded by
water. England: Baughman.

G269.24. Witch makes man believe a dead bull is alive and chasing
him. U.S.: Baughman.

G269.25. Witch causes person to spin around on bedpost. U.S.: Baugh-
man.

G269.26. Witch stands person on her head. U.S.: Baughman.

G270. Witch overcome or escaped.

D2063.1.1. Tormenting by sympathetic magic. Person (usually witch) tormented by abusing an animal or object. G303.16. How the devil's power may be escaped or avoided. G500. Ogre defeated.

G271. Witch exorcised.

D1385. Magic object protects from evil spirit. D2176. Exorcising by magic.

G271.1. Witch exorcised by burning stick. Fb "kjæp" II 151a.**G271.2. Witch exorcised by use of religious ceremony, object, or charm.** (Cf. D2176.3.2.)**G271.2.1. Sign of the cross marked on bewitched object breaks witch spell.** (Cf. G273.1.) Icelandic: Boberg.**G271.2.1.1. Cross marked on horn and forehead of cow causes bewitched cow to give normal amount of milk.** Canada, U.S.: *Baughman.**G271.2.2. Witch exorcised by holy water.** Irish myth: Cross; Icelandic: *Boberg.

D1242.1.2. Holy water as magic object.

G271.2.3. Name of deity breaks witch's spell. England, U.S.: *Baughman.**G271.2.4. Priestly exorcism for witch.** England: Baughman.**G271.2.5. Bible used in exorcism of witch.** England: *Baughman.**G271.2.6. Dust from communion table breaks spell.** England: Baughman.**G271.3. Use of salt in exorcism of witch.** (Cf. G254.2, G272.16.) England: *Baughman.**G271.4. Exorcism by use of sympathetic magic.** (Cf. D1782, D2063.1.1.)**G271.4.1. Exorcism by burning object for sympathetic magic.** (Cf. G257.1) Canada, England, Ireland, Scotland, U.S., Wales: *Baughman.**G271.4.2. Exorcism by injuring image of witch.** Canada, U.S.: *Baughman.**G271.4.3. Breaking spell by destroying image of victim used by the witch in torturing the victim.** U.S.: *Baughman.**G271.4.4. Breaking spell on animal by bleeding or maiming animal.** Witch suffers same loss or injury. U.S.: *Baughman.**G271.4.5. Breaking spell by beating the person or object bewitched.** This injures the witch. England, U.S.: *Baughman.**G271.4.6. Breaking spell by sticking sharp object into tracks of witch.** This pains or paralyzes her. England, Wales: *Baughman.**G271.4.7. Breaking spell by burying bottle of water,** preventing witch from urinating until the bottle is emptied. England, U.S.: *Baughman.**G271.4.8. Breaking spell by shooting bewitched object.** U.S.: Baughman.**G271.4.9. Breaking spell on animal by pulling three hairs from tail.** U.S.: Baughman.**G271.4.10. Breaking spell by burying animal alive.** England: Baughman.

G271.4.11. *Breaking spell on cream by holding churn handle hard against bottom of churn. This paralyzes the witch.* (Cf. D2084.2.) England: Baughman.

G271.5. *Exorcism by violent treatment of the witch in person.* England, U.S., Wales: *Baughman.

G271.6. *Exorcism of witch by countercharm.* England, Ireland, Scotland, U.S.: *Baughman.

G271.7. *Exorcism of witch by special burial practice.* England: *Baughman.

G271.8. *Exorcism by means of ghoulish charm.* (Cf. D1278.) See Kittredge Witchcraft 141-51; England: Baughman.

G271.9. *Sick child from witchcraft is put on anvil; smith strikes violently but brings hammer down gently, three times.* England: Baughman.

G271.10. *Person removes string with thirteen knots from child's mouth.* U.S.: Baughman.

G272. *Protection against witches.*
D1385.4. Silver bullet protects against witches.

G272.1. *Steel powerful against witches.* Fb "stål" III 647a; England, U.S.: Baughman.
D1252.1. Magic steel. E434.5. Steel as protection against revenants.

G272.2. *Magic herb protects from witch.* *Penzer VIII 56 n. 2; North Carolina: Brown Collection I 667; West Indies: Flowers 446.
D995. Magic plant.

G272.2.1. *Rowan wood (quicken, etc.) protects against witches.* Canada, England, Scotland, U.S.: *Baughman.

G272.2.2. *Witchhazel used for protection against witches.* England, Ireland, U.S.: *Baughman.

G272.2.3. *Hawthorn used as protection against witches.* England: Baughman.

G272.2.4. *Bay leaves used as protection against witches.* U.S.: Baughman.

G272.3. *Knife in bed as protection against witches.* *Fb "heks" I 581a; England: Baughman.

G272.4. *Fires burnt in streets to ward off witches.* Fb. "heks" I 581a.

G272.5. *Protection from witch by spitting.* Fb "heks" I 581b; England, Ireland: Baughman.
D1001. Magic spittle.

G272.6. *Sieve as protection against witches.* North Carolina: Brown Collection I 650.

G272.7. *Object across door protects from witch.* England, U.S.: *Baughman (G256.)

G272.7.1. *Beam across door protects from witch.* North Carolina: Brown Collection I 645.

G272.7.2. *Broom across door protects from witch.* North Carolina: Brown Collection I 653.

G272.8. Pouring water on fire from new cup protects from witch. North Carolina: Brown Collection I 653.

G272.9. Reversing the poker protects from witch. North Carolina: Brown Collection I 653.
D1783.1. Magic results of reversing a spell.

G272.10. Stopped bottle as protection against witches. North Carolina: Brown Collection I 647.

G272.11. Horseshoe hung up as protection against witches. North Carolina: Brown Collection I 650.
G363.16.17. Devil cannot enter a house with horseshoe over door.

G272.12. Straws as protection against witch. North Carolina: Brown Collection I 650.

G272.13. Stone with a hole through it protects against witches. (Hag-stone) England: *Baughman.

G272.14. Witch kept under control by means of a magic iron nail driven in her head. North Carolina: Brown Collection I 651.

G272.15. Witch controlled by means of magic spells. India: Thompson-Balys.
D1273. Magic formula (charm).

G272.16. Salt protects against witches. (Cf. G271.3, G254.2.)

G272.16.1. Salt put into churn before churning to protect cream from witch. (Cf. D2084.2.) England: *Baughman.

G272.17. Burning thatch from home of witch protects against witch. England: *Baughman.

G272.18. Grass from new grave protects against witches. England: Baughman.

G273. Witch rendered powerless.
D1741.2. Drawing witch's blood annuls her spells.

G273.1. Witch powerless when one makes sign of cross. (Cf. G271.2.1.) Fb "heks" I 581b; England, Ireland, Wales: Baughman; Swiss: Jegerlehner Oberwallis 304 No. 33; Spanish: Espinosa Jr. No. 116; Argentina: Jijena Sanchez 82, 87.
D1766.6. Magic results from sign of the cross.

G273.1.1. Witch powerless from lightbeam sent by saint. Icelandic: Boberg.

G273.2. Witch powerless when person speaks before she does. Fb "heks" I 581a.

G273.3. Witch powerless at cockcrow. Scotch: Macdougall and Calder 261, 307; Finnish-Swedish: Wessman 83 No. 636.
C752.2.1. Tabu: supernatural creatures being abroad after sunrise. E452, Ghost laid at cockcrow (dawn). F383.4. Fairy must leave at cockcrow. F451.3.2.1. Dwarfs turn to stone at sunrise. G636. Ogres powerless after cockcrow.

G273.4. Witch powerless to cross stream. *Fb "vand" III 1001a; England: Baughman.
E434.3. Ghosts cannot cross rapid stream. G131. Giant ogres never cross water. G636. Ogre powerless to cross stream.

G273.4.1. If witch grabs horse's tail on bridge, man is safe from her. Fb "bro" IV 62b. Cf. Burns's "Tam O'Shanter."

G273.5. Witches powerless at crossroads. Fb "korsvej" II 277.
 D1786. Magic power at crossroads. E434.4. Ghosts cannot pass cross-roads.

G273.5.1. Witch burned by furrows drawn round her home. Icelandic: Boberg.

G273.6. Witch rendered powerless by drawing blood from her. England, Scotland, U.S.: *Baughman.
 D1741.2. Drawing witch's blood annuls her spells.

G273.7. Objects driven into tracks of witch immobilize her. England, U.S.: *Baughman.

G273.7.1. Straw driven into witch's track immobilizes her. England: Baughman.

G273.7.2. Steel driven into witch's track immobilizes her. England, U.S.: *Baughman.

G274. Witch snared.

G274.1. Witch snared by setting out milk. Witches attracted by milk. Jamaica: *Beckwith MAFLS XVII 267 No. 74.
 B784.2.1. Snake (frog) in human body enticed out by milk (water).

G275. Witch defeated. Irish myth: *Cross; Spanish: Espinosa Jr. No. 68.

G275.1. Witch carried off by devil. *Kittredge Witchcraft 43, *397f. nn. 164-167; England, Wales: Baughman.
 E301.5.1.3. Witches pursued in wild hunt.

G275.1.1. Witch carried off by devil's crew. Irish myth: Cross.
 G303.9.5. The devil as an abductor. G303.11. The relatives of the devil.

G275.2. Witch overcome by helpful dogs of hero. Type 303; Irish myth: Cross; Scotch: Macdougall and Calder 231, 237, 239.
 B524.1.1. Dogs kill attacking cannibal (dragon).

G275.3. Witch burned. *Fb "ild" II 12b, "braende" IV 69a; Irish myth: Cross; Icelandic: Boberg; Lithuanian: Balys Index No. 3664; Spanish: Espinosa Jr. No. 161; India: Thompson-Balys; Japanese: Ikeda.
 Q414. Punishment: burning alive.

G275.3.0.1. Witch can be destroyed only by burning her to death. India: Thompson-Balys.

G275.3.1. Witch burned by burning bewitched animal. *Kittredge Witchcraft 95ff., 426ff. nn. 155-172.
 D1782. Sympathetic magic. G292.1. Witch killed as a whale.

G275.3.2. Witch's heart (lungs, stomach) impossible to burn. Lithuanian: Balys Historical.

G275.4. Seven-headed witch defeated by throwing egg at each head. Jamaica: *Beckwith MAFLS XVII 268 Nos. 79, 80.
 E711.1. Soul in egg. G216.1. Seven-headed witch.

G275.4.1. Witch killed, as egg with her soul is crushed against her forehead. Icelandic: Boberg.

G275.5. Witch forced to divulge her secret powers. Africa (Bondei): Woodward FL XXXVI 367ff. No. 12.
 N440. Valuable secrets learned.

G275.5.1. Witch bribed to divulge her secret powers. Africa (Kordofan): Frobenius Atlantis IV 101ff. No. 11.

G275.6. Witch surrendered by sons. Irish myth: Cross.

G275.7. Witch bound and beaten. Irish myth: Cross.

G275.7.1. Witch beheaded. French Canadian: Sister Marie Ursule.

G275.8. Hero kills witch. Irish myth: *Cross; Icelandic: *Boberg.

G275.8.1. Witch killed by placing salt or pepper inside skin while it is laid aside. (Cf. G229.1.1.) South Carolina Negro: Parsons MAFLS XVI 63.

G275.8.2. Witch overcome by help of fairy. (Cf. N815.) French Canadian: Sister Marie Ursule.

G275.9. Fighting and wrestling with witch. Icelandic: *Boberg.
H1149.3. Task: defeating a certain old woman. (She is Old Age.)

G275.10. Witch as participant in battle. Icelandic: *Boberg.

G275.11. Witches punished in hell. Irish myth: *Cross.

G275.12. Witch in the form of an animal is injured or killed as a result of the injury to the animal. (Cf. G252, G275.14.) Canada, England, Ireland, Scotland, U.S., Wales: *Baughman.

G275.13. Rough treatment of object causes injury or death to witch. Canada, England, U.S.: *Baughman.

G275.14. Witch out of body while traveling at night is injured; witch's body is injured at home. (Cf. G275.12.) U.S.: *Baughman.

G275.15. Witch overcome by threats. India: Thompson-Balys.
K547.13. Witch frightened by seeing victim cleave boulder with one blow of sword.

G275.15.1. Witch overcome by threatening with sword. India: Thompson-Balys.

G276. Escape from witch. Japanese: Ikeda.
K500. Escape by deception.

G276.1. Hen put in witch's hair to scratch while maid escapes. Fb "höne" I 750b, "kle" II 202b, "kylling" II 347.
G260.1. Witch begs man to scratch her back; kills him. K611.1. Escape by pretended lousing.

G277. Testing of witches. **Hertz Aus Dichtung und Saga 198ff.; Lithuanian: Balys Index No. 3664.
G250. Recognition of witches. H220. Ordeals.

G278. Death of witch.

G278.1. Marvelous manifestations at death of witch. North Carolina: Brown Collection 386.
D2141.04. Storm at death of wizard.

G279. Witch overcome or escaped—miscellaneous.

G279.1. Overpowered witch-maid commits suicide. India: Thompson-Balys.

G279.2. Theft from witch.

G279.2.1. *Gold stolen from witch.* India: Thompson-Balys.

G280. *Witches—miscellaneous motifs.*
C782.2. Tabu: selling to witch. C784.1. Tabu: lending to witch.

G281. *Consecrated wafer kept in mouth in order to be a witch.* Kittredge Witchcraft 149, 469 n. 105; England, U.S.: Baughman.
D1031.1.1. Consecrated bread as magic object. V30. Sacrament.

G281.1. *Witch gives away consecrated wafer after service.* (Cf. H1292.4.1.)
England: *Baughman.

G282. *Witches punish lazy spinning women.* *Hoffman-Krayer Zs. f. Vksk. XXV 120 n. 6.
Q321. Laziness punished.

G283. *Witches have control over weather.* *Kittredge Witchcraft 152ff., 472ff. nn. 1ff.; Icelandic: *Boberg; Swiss: Jegerlehner Oberwallis 295 No. 14, 307 No. 28.
A1135.2.1. Snow from feathers or clothes of a witch (*Frau Holle*). D2140. Magic control of the elements. D2141.0.4. Storm at death of wizard. Devil comes for him. D2142.0.1. Witch controls winds. F531.6.5.4. Giants as controllers of the elements.

G283.1. *Witch raises winds.*

G283.1.1. *Methods witch uses to raise wind.* (Cf. D2142.0.1.2, D2142.1.5.)

G283.1.2. *Reason why witch raises wind.*

G283.1.2.1. *Witch raises contrary wind to keep ship in port.* Ireland, U.S.: Baughman.

G283.1.2.2. *Witch raises wind to aid becalmed boat.* Scotland: Baughman.

G283.1.2.3. *Witch raises wind to sink ships of people who have injured her.* England, U.S.: *Baughman.

G283.1.2.4. *Witch raises wind to winnow grain.* U.S.: Baughman.

G283.1.2.5. *Witch raises wind to blow man's fleeces away.* U.S.: Baughman.

G283.1.2.6. *Witch raises wind to break up enemy's lumber pound.* England: Baughman.

G283.1.3. *Witch sells power to control winds.* (Cf. D2142.0.1.1, D1541.1.)
England, U.S.: *Baughman.

G283.2. *Witch keeps winds from blowing.* (Cf. D2142.1.)

G283.2.1. *Witch keeps wind from blowing by putting cat under barrel.* (Cf. D2142.1.5.) U.S.: Baughman.

G283.3. *Witch produces rain or snow.* (Cf. D2143.)

G283.4. *Witch produces clear weather.* U.S.: Baughman.

G284. *Witch as helper.* Fb "heks" I 582; Icelandic: *Boberg; Spanish: Espinosa Jr. No. 76, 136, 140, 141, 178; Hindu: Tawney II 608; West Indies: Flowers 447.
D812.6. Magic object received from witch. G530. Ogre's relative aids hero. N810. Supernatural helpers.

G285. *Witches avoid religious ceremonies.* Spanish: Espinosa Jr. No. 165.

G285.1. At communion witches spit out wine over shoulder. Fb "heks"
 I 580.
 G243. Witch's sabbath. A meeting of witches in which church services are burlesqued.

G286. Initiation into witchcraft. Icelandic: *Boberg; Danish: Kristensen
 Danske Sagn IV (1901) 144ff., (1936) 230ff.; India: *Thompson-Balys.
 D1721. Magic power from magician.

G286.1. Women learn witchcraft by masking as men. Hence women are
 witches. India: Thompson-Balys.
 K1837. Disguise of woman in man's clothes.

G287. Witches married to fairies. India: Thompson-Balys.
 F300. Marriage or liaison with fairy.

G288. Witch escapes from locked room. India: Thompson-Balys.

G291. Witch executed for engaging in witchcraft. England, U.S.:
 *Baughman.

G292. Witch makes man engage in dangerous contests. N. A. Indian
 (Zufñ): *Benedict 345.

G299. Other witch motifs.

G299.1. Witch calls up spirits of dead, causes them to walk on water.
 (Cf. E380.) U.S.: Baughman.

G299.2. Witch is heard struggling with devil. (Cf. G303.6.2.2.) England:
 Baughman.

G300—G399. Other ogres.

G300. Other ogres.

E710.1. Ferocious animal guardians of separable soul of ogress. N812.
 Giant or ogre as helper.

G301. Monsters. Usually not clearly defined. See this entire chapter on
 ogres. Irish myth: *Cross; Jewish: *Neuman.
 A123. Monstrous gods. B0. Mythical animals. B15.7.5. Ghormuhas: men's
 bodies, horses' heads, one leg, cannibals. D113.1.1. Werewolf. D1981.4.
 Magic invisibility of ogres. E200. Malevolent return from the dead.
 F510. Monstrous persons.

G302. Demons. Malevolent creatures (not usually further defined). Irish:
 Plummer cliii, *Cross; Swiss: Jegerlehner Oberwallis 305 No. 36;
 Jewish: *Neuman; Babylonian: Spence 276f.; Hindu: Penzer I 205,
 Tawney II 232 n.; Chinese: Graham, Werner 432b s.v. "Demons";
 Eskimo (Mackenzie Area): Jenness 82; S. A. Indian (Chaco): Alexander Lat. Am. 323.
 A331.1.1. Culture hero banishes demons. B16.1.4. Devastating swine.
 B16.1.5. Devastating cattle. D16.2.2. Devastating tiger. D95. Transformation:
 man to demon. D827.2. Magic spring guarded by demons (monsters).
 D1365. Magic object protects from evil spirits. D2177.1. Demon enclosed
 in bottle. F251.7. Fairies as demons. F400. Spirits and demons (general).
 F405. Means of combating spirits. F408.1. Demon occupies lance (sword).
 F418. Spirits (demons) hover in air shrieking over battlefield. N571.
 Devil (demon) as guardian of treasure. V229.5. Saint banishes demons.

G302.1. Origin of demons and their companions. Jewish: *Neuman.

G302.1.1. Demons: soul of the giants who perished in the flood. (Cf.
 A1010.) Jewish: *Neuman.

G302.1.2. Evil spirits born of echo in chaos. Jewish: Neuman.

G302.2. *Varieties of demons.* Jewish: *Neuman.

G302.2.1. *Kingdom of demons.* (Cf. G303.) Jewish: *Neuman.

G302.2.2. *Devil King.* Chinese: Graham.

G302.3. *Form of demon.*

G302.3.0.1. *Demon's size changed at will.* (Cf. D631.7.) Jewish: *Neuman.

G302.3.1. *Demon as fiery pillar.* Jewish: Neuman.

G302.3.2. *Demon in animal form.* Jewish: Neuman.

G302.3.3. *Demon in form of old woman.* (Cf. C745, D651, G1263.0.1.) India: *Thompson-Balys.

G302.4. *Physical characteristics of demons.*

G302.4.1. *Six characteristics of demons: three like angels, three like men.* Jewish: *Neuman.

G302.4.2. *Invisibility of demons.* Jewish: Neuman.

G302.4.3. *Demons have only souls but no bodies.* Jewish: *Neuman.

G302.4.4. *Demons cast no shadow* (Cf. F1038, G369.3.) Jewish: *Neuman.

G302.4.5. *Feet of demons.* Jewish: Neuman.

G302.4.5.1. *Demons have cock-feet.* Jewish: Neuman.

G302.5. *Haunts of demons.*

G302.5.1. *Desert the abode of demons.* Jewish: Neuman.

G302.5.2. *Egypt as abode of demons.* Jewish: *Neuman.

G302.5.3. *Demons present at discussion in academies.* Jewish: Neuman.

G302.6. *Circumstances of demons' appearance.*

G302.6.1. *Demons appear only at stated times.* Jewish: *Neuman.

G302.7. *Mortal experiences of demons.*

G302.7.1. *Sexual relation between man and demons.* Jewish: Neuman.

G302.7.2. *Demons marry among themselves.* Jewish: *Neuman.

G302.8. *Demon's helpers.* Jewish: Neuman.

G302.9. *Deeds of demons.*

G302.9.1. *Demons attack men.* Jewish: Neuman.

G302.9.2. *Demons abduct men and torment them.* Jewish: Neuman.

G302.9.3. *Demons tempt men.* Jewish: Neuman.

G302.9.4. *Demons injure and strangle little children.* Jewish: *Neuman.

G302.9.5. *Demons help Satan.* (Cf. G303.10.) Jewish: Neuman.

G302.9.6. *Demons fool men in their dreams.* (Cf. G303.11.1.) Jewish: Neuman.

G302.9.7. *Enormous quantities of food eaten by demons.* Jewish: Neuman.

G302.9.8. Demons teach men idolatry. Jewish: *Neuman.

G302.9.9. Demons goad man to treachery. Jewish: *Neuman.

G303. Devil. (The Devil, Satan, The Bad Man, Old Nick, etc.)¹ Not clearly differentiated, especially in German tradition, from the stupid ogre. (See also F531 (Gaint), G100—199 and G500—699.) — **Wünsche Teufel; **A. Graf The Story of the Devil (tr. E. N. Stone) (London, 1931); **M. J. Rudwin The Devil in Legend and Literature (Chicago, 1931); P. Carus History of the Devil (Chicago, 1900); **Toldo II 329ff.; **O. A. Erich Die Darstellung des Teufels in der christlichen Kunst (Berlin, 1931); *De Vooys Middelnederlandse Legenden en Exempelen 159ff.; S. Freud Die Teufelsnäuse im 17. Jahrhundert (Wien, 1928). — Irish myth: Cross; North Carolina: Brown Collection I 687; Icelandic: *Boberg; Finnish-Swedish: **P. Danielsson Djävulsgestalten i Finlands svenska Folktro (Bidrag till kändedom af Finnländs natur och folk LXXXIV pt. 2, [Helsingfors, 1932] 157); Estonian: Loorits Grundzüge I 135—152; Jewish: *Neuman.

A33.3.1. Bee as God's spy overhears devil's secrets. A43. Devil as adviser of god. A63. Devil as marplot at creation. A283. Origin of demons. A716. God plants two suns; devil persuades otherwise. A810.1. God and devil fly together over primeval water. A812.1. Devil as earth diver. A835. Earth from nut in devil's mouth. A1071.1. Devil fettered by trick. A1217. Devil's unsuccessful attempt to vivify his creations as God has done. A1293. Devil in God's absence puts sickness in Adam's body. A1750. Animals created through opposition of devil to God. A1751. The devil's animals and God's. A1755. Devil's unsuccessful creation produces certain animals. A1756. Devil produces animals only in God's name. A1903. God makes birds, devil reptiles. A1957.1. Devil creates wood-pecker. A2004. Insects from devil's post-hole. A2011.2. Creation of ant by devil. A2145.4. Snake from devil's slaver. A2171.1. Crayfish from devil's fleas shaken off in water. A2216.2. Devil pulls off goats' tails: hence they lack tails. A2236.2. Animal characteristics: punishment for carrying devil into paradise. A2286.2. Animal characteristics result from contest between God and devil. A2734. Plant characteristics from object thrown by devil. A2743. Plant characteristic because plant belongs to the devil. B2911.1.2. Raven as devil's messenger. C12. Devil invoked: appears unexpectedly. C12.4. Man commands wife to devil, who guards her chastity. D55.2.2. Devil (troll) makes self small. D812.3. Magic object received from devil. D834. Magic object acquired by tricking devil. D1413.1. Devil imprisoned in tree by smith by means of magic power. D1721.1. Magic power from devil. D1810.2. Magic knowledge from devil. D2065.1. Madness from demonic possession. D2141.0.3. Storms produced by devil. D2142.1.3. Wind raised by calling on devil. D2177.1. Demon enclosed in bottle. E511.1.2. Flying Dutchman sails because of pact with devil. E752.1.1. Devil in disguise hunts souls. E752.1.2.1. Demons amuse themselves by plaguing souls in hell. E756.1. Devils and angels contest for man's soul. F402. Evil spirits. F564.1. Person of diabolical origin never sleeps. F515.1. Strong man sent to devil's mill: drives devils to master's house. G222.1. When devil combs witches, sparks fly. G243.1. Obeisance to devil at witches' sabbath. H221.2. Sparks of hot iron from devil point out guilty youth. H335.4. Devil as suitor is assigned task. H523. Test: guessing nature of devil's possessions. H932. Tasks assigned to devil. H1272. Quest for devils in hell: hero brings them back with him. H1273. Quest to devil for objects. H1420. Fearless traffic with devils. H1422. Fear test: cutting devil's fingernails. J1781. Objects thought to be devils. K11.0.1. Man challenges devil to run a race. Cheats him. K42.2. Devil challenges farmer to clover-mowing contest. K47.1. Seamstress challenges devil to sewing contest. K83.1. Scratching contest: man's wife shows wounds. K83.1.1. Scratching contest with devil: man's wife shows scratches in her oak table. K171.1. Deceptive crop division: above ground, below ground. K186. Devil looks in vain for tree which is neither straight nor crooked, neither large nor small. K210. Devil cheated of his promised soul. K222. Devil accepts God as his master until the leaves fall. K235.4. Man cheats devil of reward: to have man if he gets him at first grasp. K248.1. Devil loses his grain, and gets thistles. K263.1. Devil is made sick of his bargain. K46.1. Devil cheated in card playing. K551.4.2. Devil to take person as soon as he is completely dressed. K551.2. Devil to take a person as soon as the latter finishes drinking his glass. K1691. Devil is deceived

¹ For help in the preparation of this item I am indebted to Mrs. Anna Dale Kek of Indianapolis.

of his reward by premature crowing of cock. K1710. Devil overawed. K1756. Devil terrified by iron man. K1808. Disguise as devil. K1961.3. Devil deceives prior by posing as monk and preaching sermon on re-pentance. K1806. Devil deceives priest into thinking he is a candidate for confirmation. K1987. Devil, disguised as a man, goes to church. K1982. Devil tries to pass for Jesus. K2325. Devil frightened by threatening to bring his mother-in-law. M201.1.2. Blood compact with the devil. M210. Bargain with devil. M211. Man sells soul to devil. M215. With his whole heart Devil carries off judge. M217.1. Servant makes pact with devil denying Christ to secure nobleman's daughter. N4. Devil as gambler. N4.1. Devil makes wager with builder of cathedral at Cologne. N6.1. Luck in gambling from compact with devil. N34.2. Hanging in game or jest accidentally proves fatal. N37.1. Devil (demon) as guardian of treasure. P441.2. Tailoring the only trade the devil has been unable to learn. P482.1. Devil pulls painter from chair. Q45.2. Hospitality to devil repaid. Q61.2. Devil spares abbot because of humility. Q229.1. The devil plagues impious people. Q233.4.1. Priest joins devils after death because he played dice and let a woman die without confession. Q271.2. Devil condemns rich man who does not repent until ready to die. Q273.1. Devil comes for usurer. Q273.1.1. Dead usurer fed molten silver by devil. Q274.1. Devils carry away stones of church built by a man with ill-gotten wealth. Q274.2. Devil suffocates swindling merchant. Q281.1.1. Devils carry off girl who abuses mother. Q312.2. Devil carries off fault-finding people. Q311.1. Devil torments old man who has laid aside his humility. Q386. Devil punishes dancing. Q387.1. Devil carries off jester. Q388.1. Devil forces freemasons to dance so that they sweat blood. Q391.1. Prince of devils gives up seat to man who goes to hell for singing worldly songs. Q414.0.8. Demons burn heretic at stake. Q457.2. Devil flays an impious person. Q491.3. Devil beats the corpse of a bad man. Q554.1. Devil carries off thief. Q554.2. Devil in roof of church into which he thrusts voices of loud singers. Q565. Man admitted to neither heaven nor hell. He has tricked the devil. R2. God holds the devil captive in bonds for three years. R11.2.1. Devil carries off wicked people. R11.2.2. Devils seize sinful man. R13.2.2. Bull carries the devil away after he has tried to deceive God. S113.2.1. Devil cuts off hand of woman and suffocates her. S211. Persons promised to devil. S223. Childless couple promise child to the devil if they may only have one. S223.1. Girl promises unborn child to devil if he will suffer the birth pangs. S224. Child promised to devil for acting as godfather. S225. Child promised to devil for help on road with broken wagon. S226. Child promised to devil for directions out of woods when father is lost. S227. Child promised to devil in exchange for a good catch of fish. S241.1. Unwitting bargain with devil evaded by driving dog over bridge first. S241.2. Devil is to have last one who leaves "black" school. T91.2.1. Devil would be maid's paramour. T251.1.1. Belfagor. The devil frightened by the shrewish wife. T251.1.4. Man forces devil to take back the shrewish wife. T332. Man tempted by fiend in woman's shape. T451. Devil causes girl to become prostitute. T481.3. Adulterous woman sells self to devil for money. T539.3. Conception from intercourse with demon. V5.3. Devils cause monk to perspire and stay away from church service. V31.5. Devil eats unleavened bread. V55. Robert worships devil's image in order to secure advancement. VII5.3. Devil buys church bell and demoralizes congregation. VII8.0.1. Hell as a monastery; the devil as abbot, sinners as monks. V322. Heretical baptism. Heathen baptized into devil's possession. X424. The devil in the cemetery. Thieves think fat parson is the devil and flee. X425. The parson who said there is no devil. X513. Devil will not carry usurers to hell but will drag them by the legs.

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G303.1. *The origin of the devil and his companions.* Jewish: *Neuman.

G303.1.1. *The devil originates from God.* Dh I 12; Jewish: Neuman.

G303.1.1.1. *God creates the devil (Satan) from his own shadow.* Dh I 44.

G303.1.1.2. *Devil originates from God's spittle.* Dh I 61ff.; Lithuanian: Balys Index No. 3001, Legends Nos. 1, 3, 8.

G303.1.1.2.1. *The devil originates from the spittle of an evil man.* Cheremis: Sebeok-Nyerges.

G303.1.1.3. *God changes an angel into the devil, because he tried to imitate God in creating the world.* Dh I 139.

G303.1.1.4. *God creates the devil by striking a stone with his whip.* Dh I 33.

G303.1.2. *God discovers the devil.*

G303.1.2.1. *God finds the devil sitting under a tree which was made by his throwing his staff into the water.* Dh I 35.

G303.1.2.2. *God finds the devil under a stone.* Dh I 31.

G303.1.2.3. *God discovers the devil in a piece of solid foam.* Dh I 43.

G303.1.3. *The devil is created without the special aid of God.*

G303.1.3.1. *The devil is developed from man.* Dh I 4f.; West Indies: Flowers 447.

G303.1.3.2. *The devil is created out of a bubble.* Dh I 19, 66f.

G303.1.3.3. *The devil is created out of sea-foam.* Dh I 19.

A114.1. Goddess born from sea-foam. A1261.1. Man created from sea-foam. T546.1. Birth from sea-foam.

G303.1.3.4. *Pagan gods became devils.* *Loomis White Magic 75.
G303.8.14. Devils dwell in heathen idols, as well as portraits and images.

G303.1.3.5. *Satan created out of hell fire.* Jewish: Neuman.

G303.1.4. *The devil creates other devils.* Lithuanian: Balys Index No. 3001.
A50.1. Creation of angels and devils.

G303.1.4.1. *The devil creates devils by casting water behind himself.* Dh I 49, 60, 133.
A1261. Man made from water.

G303.1.4.2. *Devils are created from sparks produced by Satan's striking two stones together.* Dh I 60ff.; Lithuanian: Balys Index No. 3001, Legends Nos. 1, 3.
A50.1.2. God creates angels by striking one small stone with another. Lucifer creates devils by imitation.

G303.1.5. *Five devils created by Adam create other devils in the same manner.* Adam has created five devils by wetting five fingers with dew and shaking them behind him; God had commanded him to wet one finger. (Cf. G303.1.4.1.) Dh I 49.

G303.1.6. *Devils are created from sinful priests.* Cheremis: Sebeok-Nyerges.

G303.1.7. *Tuatha Dé Danann as demons (fallen angels).* Irish myth: Cross.

G303.1.8. *Two devils (male and female) extracted from corpse's belly.* India: Thompson-Balys.

G303.2. *Names applied to the devil.* Jewish: *Neuman.

G303.2.1. *Devil calls himself "Puss".* Fb I 266b.

G303.2.2. Devil is called "the black one". Fb I 267b; Wünsche Teufel 51f.

G303.2.3. Devil says his name is "Millearces" (thousand ways to lead men to sin). Scala Celi 165b No. 932.

G303.2.4. Gaelic titles given to the devil: the worthless one; the one whom I will not mention; yon one; the one big one; the one from the abyss; the mean mischievous one; the big sorrow; the son of cursing; the big grizzled one; the bad one; the bad spirit; Black Donald. J. G. Campbell Superstitions of the Highlands and Islands of Scotland (Glasgow, 1900) 291.

G303.3. Forms in which the devil appears. *Toldo II 330ff.

D630. Transformation and disenchantment at will. G211. Witch in animal form.

G303.3.0.1. Devil in hideous form. (Cf. G303.3.1.4.) Irish myth: *Cross; India: Thompson-Balys.

G303.3.1. The devil in human form. *Loomis White Magic 74; Danielsson Vol. II; Scala Celi 42b, 45a Nos. 243, 255; Irish: *Cross; Beal XXI 307, 313, 315, 330; Spanish: Espinosa Jr. Nos 70, 83, 91—93, 155, 200, 218; Buddhist myth: Malalasekera II 617. D42.2. A spirit takes shape of man.

G303.3.1.0.1. Devils in guise of human beings require remarkable quantity of food. India: Thompson-Balys.

G303.3.1.1. The devil as a large, strong man. Henne-Am Rhyn Deutsche Volkssage (1874) 278.

G303.3.1.2. The devil as a well-dressed gentleman. Wünsche Teufel 37f., 54, 59f.; Irish myth: Cross; Scotch: Campbell Superstitions 293; U.S.: Baughman; Georgia Negro: Harris Remus 32; Finnish-Swedish: Wessman 8 No. 66; Lithuanian: Balys Legends Nos. 347ff., 353, 357, 361, 363f., 367ff., 402, 413, 415, 425ff., 430f., 433ff., 437ff., 441—47, 449ff., 454, 456ff., 461, 464, 466, 655ff., 684f., 737, 764, 766, 772, 776, 786f., 803, 805, 808, 844; Spanish Exempla: Keller.

G303.3.1.3. The devil as a distinguished-looking knight. Wünsche Teufel 61f.

G303.3.1.3.1. Devil as a ribald traveler. Spanish Exempla: Keller.

G303.3.1.4. Devil appears in the form of a man who is repugnantly ugly. (Cf. G303.3.0.1.) Wessman 8 No. 66, Wünsche Teufel 103f.; Irish: Cross, O'Suilleabhairn 35, Beal XXI 312; England: Baughman.

G303.3.1.5. The devil as a little, gray old man. Wessman 12 No. 99; Wünsche Teufel 52f.; Lithuanian: Balys Legends Nos. 440, 448, 458.

G303.3.1.6. The devil as a black man. Wünsche Teufel 30f., 106f., Fb I 266b; Irish: *Cross, O'Suilleabhairn 35f., Beal XXI 313.

F455.2.3. Trolls are black. F527. Persons of unusual color. F527.5. Black man. F531.1.7.2. Black giant. G219.7. Black witch.

G303.3.1.7. Devil as a huntsman. Wünsche Teufel 33f., 49f.; Hunt Popular Romances of West of England (London, 1903) 222; Nouvelles de Sens No. 5.

G303.3.1.8. Devil in form of priest. Scala Celi 45a, 45b Nos. 254, 257; Crane Vitry 246 No. 263; *Loomis White Magic 74; England: Baughman; Lithuanian: Balys Index No. 3330, Legends Nos. 419—422, 424. X410. Jokes on parsons.

G303.3.1.8.1. Devil as a hermit. India: *Thompson-Balys.

G303.3.1.8.2. Devil as ascetic. Buddhist myth: Malalasekera II 617.
K2285. Villain disguised as ascetic.

G303.3.1.9. Devil in form of pilgrim. Scala Cell 153a No. 844; Alphabet No. 620.

G303.3.1.10. Devil as a peasant. England: Hunt Popular Romances 232; Buddhist myth: Malalasekera I 543.

G303.3.1.11. Devil as three gentlemen. They come for a dying man. Scotch: Campbell Superstitions 295.

G303.3.1.12. Devil in form of woman. Lures man. *Loomis White Magic 75; Irish myth: *Cross; Lithuanian: Balys Legends Nos. 554ff., 762, 801, 834ff.; Italian Novella: *Rotunda; India: Thompson-Balys.
T330. Anchorites under temptation.

G303.3.1.12.1. Devil in form of woman lures and punishes women. Introduces men disguised as women to seduce impious nuns. Italian Novella: *Rotunda.
D658.3. Transformation to female to seduce. K1321.1. Man disguised as woman admitted to women's quarters: seduction. K1836. Disguise of man in woman's clothes.

G303.3.1.12.2. Devil as a beautiful young woman seduces man. Spanish Exempla: Keller; India: Thompson-Balys.

G303.3.1.12.3. Devil appears as a beautiful black wench. Spanish Exempla: Keller.

G303.3.1.12.4. Devil appears as old woman to seduce monk from cloister. Spanish Exempla: Keller.

G303.3.1.12.5. Devil (in queen's form) insatiable, although she copulates with all men and horses. India: Thompson-Balys.

G303.3.1.13. Devil as cook. Italian Novella: Rotunda.

G303.3.1.14. Devil as student. Irish myth: Cross.

G303.3.1.15. Devil appears as a Jew. Spanish Exempla: Keller.

G303.3.1.16. Devil appears as a child. Spanish Exempla: Keller.

G303.3.1.17. Devils appear as ladies and gentlemen. Spanish Exempla: Keller.
T330. Anchorites under temptation.

G303.3.1.18. Devil as shoemaker. Estonian, Livonian, Latvian, Lithuanian: *Balys Tautosakos Darbai VI 105—110.
A162.3. Combat between thundergod and devil. G303.25.7.1. The hunter shoots a devil during a thunderstorm with a gun charged with silver.

G303.3.1.19. Devil as merchant. Cheremis: Sebek-Nyerges; Jewish: Neuman.

G303.3.1.20. Devil appears in shape of a dead man while hidden in his corpse or skin. Lithuanian: Balys Ghosts.

G303.3.1.21. The devil as a great hairy man. England: Baughman.

G303.3.1.22. Devil as astrologer. India: Thompson-Balys.

G303.3.1.23. Satan disguised as beggar. (Cf. K1817.1.) Jewish: *Neuman.

G303.3.1.24. *Satan as very old man.* Jewish: *Neuman.

G303.3.1.25. *Satan disguised as king.* Jewish: Neuman.

G303.3.2. *The devil in superhuman form.*

G303.3.2.1. *Devil appears as Christ.* Scala Celi 45a No. 256; *Loomis White Magic 74; Irish myth: *Cross; Spanish Exempla: Keller.

G303.3.2.1.1. *Devil as crucifix.* *Loomis White Magic 75; Italian Novella: Rotunda.

G303.3.2.2. *Devil (Satan) appears as an angel.* Dh I 228; *Loomis White Magic 74; Irish myth: *Cross; Spanish Exempla: Keller; Jewish: Neuman.

G303.3.2.3. *Devil as a dwarf.* Irish myth: Cross; German: Henne-Am Rhyn 278.
F451. Dwarfs.

G303.3.2.4. *Devil in form of dragons and monsters of various sorts.*
*Loomis White Magic 74.

G303.3.2.5. *Devil appears as Virgin Mary.* Irish: O'Suilleabhairn 41.

G303.3.3. *The devil in animal form.* *Loomis White Magic 74; Spanish Exempla: Keller.
D100. Transformation: man to animal. D102. Transformation: devil to animal. D630. Transformation and disenchantment at will. G211. Witch in animal form.

G303.3.3.1. *Devil in form of domestic beast.*

G303.3.3.1.1. *Devil in form of dog.* Wünsche Teufel 83f.; Fb I 189a, 266b, 676a, II 636b, 891b, IV 227a; Tobler 46; Wessman 9 No. 67; Grunwald Hessische Blätter f. Vksk. XXX—XXXI 317; *Loomis White Magic 74. Irish: Beal XXI 321, 327, O'Suilleabhairn 54, 75; Icelandic: *Boberg; Finnish-Swedish: Danielsson I 86; Spanish Exempla: Keller; South America (Colombia, Argentina, Brazil): Jijena Sanchez 90, 103, 106.

G303.3.3.1.2. *Devil in form of a cat.* *Loomis White Magic 74; Irish: O'Suilleabhairn 40, Beal XXI 315; Scotch: Campbell Superstitions 306; U.S.: Baughman; Finnish-Swedish: Danielsson I 99; Lithuanian: Balys Legends Nos. 454, 538ff.; French: Sébillot France III 124; Tobler 46.
D142.1. Devil as cat.

G303.3.3.1.3. *Devil as horse.* Howey Horse in Magic and Myth 35ff.; *Loomis White Magic 74; Kittredge Witchcraft 177 n. 31; Boggs FFC XC 90 No. 762; Köhler-Bolte II 266ff.; Fb I 266b; England, U.S.: Baughman; Icelandic: Boberg; Finnish-Swedish: Danielsson op. cit. I 68; Lithuanian: Balys Legends Nos. 667ff., 760, 781f.; Italian Novella: Rotunda.
F420.1.3.3. Water-spirit as a horse.

G303.3.3.1.4. *Devil in form of cow (bull, ox).* Tobler 46; Fb I 266b; Cheremis: Sebeok-Nyerges; Spanish Exempla: Keller; Buddhist myth: Malalasekera II 616.

G303.3.3.1.5. *Devil in form of swine.* Fb I 266b; Scala Celi 120b No. 659; Tobler 46; *Loomis White Magic 74; U.S.: Baughman; Lithuanian: Balys Legends Nos. 558, 705.

G303.3.3.1.6. *Devil in form of goat.* Irish myth: Cross; Scotch: Camp-

bell Superstitions 290; Lithuanian: Balys Index No. 3300, Legends Nos. 529—36f., 541, 545, 550f., 554, 777ff., 832; Jewish: Neuman.

G303.3.3.1.7. Devil in form of ram. Lithuanian: Balys Legends Nos. 537, 542ff., 546ff., 780.

G303.3.3.2. Devil in form of wild beast.

G303.3.3.2.1. Devil in form of wolf. Fb I 189; *Loomis White Magic 74; Lithuanian: Balys Legends No. 594ff.; French: Sébillot France III 34, IV 118.

G303.3.3.2.2. Devil in form of fox. Hdwb. d. Abergel. III 180.

G303.3.3.2.3. Devil in form of hare. Fb I 266b; England, U.S.: Baughman; Estonian: Aarne FFC XXV 124 No. 51; Finnish: FFC XXXIII 42 No. 51.

G303.3.3.2.4. Devil in form of mouse. Tobler 45; Lithuanian: Balys Legends Nos. 192, 194f.

A1811.2. Devil as mouse gnaws hole in ark. G303.23. The devil and the ark.

G303.3.3.2.5. Devil in form of lion. Spanish Exempla: Keller.

G303.3.3.2.6. Devil in form of squirrel. Tobler 46.

G303.3.3.2.7. Devil in form of monkey. Scala Celi 62b No. 340; Pauli (ed. Bolte) No. 89.

G303.3.3.2.8. Devil in form of deer. Jewish: Neuman.

G303.3.3.2.9. Devil in form of hyena. Jewish: Neuman.

G303.3.3.2.10. Devil in form of a terrifying elephant. Buddhist myth: Malalasekera I 436.

G303.3.3.3. Devil in form of bird. *Loomis White Magic 74; Irish myth: Cross; England: Baughman; Jewish: Neuman.
A810.1. God and devil fly together over primeval water.

G303.3.3.3.1. Devil in form of raven. Scotch: Campbell Superstitions 295; Lithuanian: Balys Legends No. 400ff., 405ff., 411; Swiss: Jegerlehner Oberwallis 314 No. 110.

G303.3.3.3.2. Devil in form of crow. Scala Celi 168a No. 954; England: Baughman.

G303.3.3.3.3. Devil in form of black bird. Tobler 45.
B172.10. Black birds.

G303.3.3.3.4. Devil in form of woodcock. Finnish: Aarne FFC XXXIII 42 No. 51; Estonian: Aarne FFC XXV 124 No. 51.

G303.3.3.3.5. Devil in form of cock. Fb IV 272b.

G303.3.3.3.6. Devil in form of owl. Cheremis: Sebeok-Nyerges.

G303.3.3.4. Devil in form of insect.

G303.3.3.4.1. Devil in form of gnat. Tobler Epiphanie der Seele 45.

G303.3.3.4.2. Devil in form of spider. Hangs from the clouds. Dh I 135; Scotland, Wales, U.S.: Baughman.

G303.3.3.4.3. Devil in form of wasp. Irish myth: Cross.

G303.3.3.4.4. Devil in form of fly. *Loomis White Magic 74; Lithuanian: Balys Legends No. 404.

G303.3.3.5. Devil in form of fish.

G303.3.3.6. Devil in form of reptile.

G303.3.3.6.1. Devil in form of snake. Sneaks into the ark. *Loomis White Magic 74; Dh I 268; U.S., England: Baughman; Jewish: *Neuman.

D191.1. Lucifer as serpent. G303.23. The devil and the ark.

G303.3.3.7. Devil in form of amphibian.

G303.3.3.7.1. Devil in form of toad. Fb III 888b; Kittredge Witchcraft 181 n. 72; England: *Baughman.

G303.3.3.8. Miscellaneous other animal forms in which the devil appears: bear; ant; wild goose. Fb IV 99a; *Loomis White Magic 74; Spanish Exempla: Keller.

G303.3.4. Devil in form of inanimate objects.

G303.3.4.1. Devil in form of wheel on wagon. Fb I 266b.

G303.3.4.2. Devil as a black ball. Finnish-Swedish: Wessman 9 No. 68.

G303.3.4.2.1. Devil as a ball of fire. Lithuanian: Balys Legends Nos. 848ff.

G303.3.4.3. Devil (Black Donald) as a bunch of ferns. Rolls down hill. Scotch: Campbell Superstitions 303.

G303.3.4.4. Devil as wind. Jewish: Neuman.

G303.3.4.4.1. Devil as whirlwind. Persons met by him are killed or maimed. Finnish-Swedish: Wessman 14 No. 122.
G303.20. Ways in which the devil kills people.

G303.3.4.5. Devil as a barrel. Rolls and is impossible to catch. Lithuanian: Balys Legends No. 802.

G303.3.4.6. Devil in shape of a stone. Lithuanian: Balys Historical.

G303.3.4.7. Devil in the form of a sheaf. Cheremis: Sebeok-Nyerges.

G303.3.4.8. Devil in form of round bowl. Wales: Baughman.

G303.3.4.9. Devil in form of house. Wales: Baughman.

G303.3.4.10. Devil in form of ungainly bundle. U.S.: Baughman.

G303.3.4.11. Devil as stream of water. Jewish: *Neuman.

G303.3.5. Devil changes shape. India: *Thompson-Balys.

G303.3.5.1. Devil becomes larger and larger. Wünsche Teufel 40; Lithuanian: Balys Legends Nos. 532, 538, 542, 556, 722, 780, 839; India: Thompson-Balys.

D186. Magic waxing and waning of strength. F531.6.5.2. Giants large or small at will. F531.6.17.2. Giant inflates self and floats through air. G365.2. Ogress can extend leg or arm any distance. G369.1.1. Rakshasas have power of extending bodies eighty miles.

G303.3.5.2. Devil becomes smaller and smaller. Lithuanian: Balys Legends Nos. 837f.

G303.3.5.3. Devil becomes heavier and heavier. Animal taken into cart becomes so heavy that horses are unable to pull cart. If it is brought home it turns to stone or tree-stump. Lithuanian: Balsys Index No. 3301; Legends Nos. 533, 535, 541ff., 545—53, 558.

D1887. Object magically becomes heavy.

G303.3.6. Forms into which the devil cannot change.

G303.3.6.1. Devil cannot change into pike. Fb I 440a.

G303.3.6.2. Devil cannot change into dove. Tobler 46; England: Baughman.

G303.3.6.3. Devil cannot change into lamb. Tobler 46; England: Baughman.

G303.3.6.3.1. The devil cannot change into a sheep. Dh I 165.

G303.4. The devil's physical characteristics.

G303.4.1. The devil's head.

G303.4.1.1. Devil has ninety-nine heads. Dh I 135.

B15.1.2. Many-headed animal.

G303.4.1.2. Devil's eyes.

G303.4.1.2.1. Devil with eye in middle of forehead. Type 756B; Fb I 189b, 266b; Andrejev FFC LXIX 62.

F512.1.1. Person with eye in middle of forehead.

G303.4.1.2.2. Devil with glowing eyes. Fb I 189b, 266b, U.S.: Baughman. B19.4. Glowing animals.

G303.4.1.2.3. Two beams of fire shoot from devil's eyes. England: Hunt Popular Romances 218.

G303.4.1.2.4. Devil has saucer eyes. English: Hunt 224.

G303.4.1.2.5. Devil has passionate look in eyes. Wünsche Teufel 59.

G303.4.1.2.6. Devil has no eyebrows. Cheremis: Sebeok-Nyerges.

G303.4.1.2.7. Devil is blind. Jewish: Neuman.

G303.4.1.3. Devil's beard.

G303.4.1.3.1. Devil has a red beard. Dh I 239; German: Henne-Am Rhyn (1874) 278.

G303.4.1.4. Devil's nose.

G303.4.1.4.1. Devil has a long nose. German: Henne-Am Rhyn (1874) 277.

G303.4.1.4.2. Devil has only one nostril or is without nostrils at all. Lithuanian: Balsys Legends Nos. 349, 351, 395, 654f., 657f., 776, 785f., 799, 803, 814.

G303.4.1.5. Devil's teeth.

G303.4.1.5.1. Devil has shining teeth. Girl wishes to marry man whose teeth shine. Such a man appears and they marry. When he removes his hat she finds he is the devil. Spanish: Boggs FFC XC 52 No. 340a, Espinosa Jr. No. 93.

J3255. Numbskull talks about his secret instructions and thus allows himself to be cheated.

G303.4.1.5.2. *One of devil's teeth grows down to the earth; another to sky.* India: Thompson-Balys.
F545.2.2. Horns on forehead.

G303.4.1.6. *Devil has horns.* Scotland: Baughman; German: Henne-Am Rhyn 278; Italian Novella: Rotunda; Cent Nouvelles Nouvelles No. 70.
F545.2.2. Horns on forehead.

G303.4.1.6.1. *Devil has two horns.* Wünsche Teufel 40.

G303.4.1.6.2. *Devil child born with horns.* U.S.: *Baughman.

G303.4.1.7. *The devil's face.*

G303.4.1.7.1. *Devil's face is black.* Irish myth: *Cross.
Z133. Symbolic color: black.

G303.4.1.8. *Devil's hair.* Jewish: Neuman.

G303.4.1.8.1. *Devil's hair blood-red.* India: Thompson-Balys.

G303.4.1.8.2. *Devil has three golden hairs.* *Type 461.

G303.4.2. *The devil's wings.*

G303.4.2.1. *The devil has six wings.* Dh I 138.

G303.4.2.2. *The devil has twelve wings.* Jewish: *Neuman.

G303.4.3. *The devil's thumb.*

G303.4.3.1. *Devil has glowing thumb.* Wünsche Teufel 44.

G303.4.3.2. *Devil's thumb the size of two fists.* Wünsche Teufel 44.

G303.4.4. *Devil has claws.* Wünsche Teufel 42f, 83f.

G303.4.4.1. *Devil has five claws.* Wünsche Teufel 84.

G303.4.4.2. *Devil has claws on his feet.* One can tell a devil by claws protruding through his shoes. Fb II 184, 204b.

G303.4.5. *The devil's feet and legs.*
F517. Person unusual as to his legs. F517.1. Person unusual as to his feet. F531.1.3. Feet of giant. F561. Remarkable feet. G218. Witch with extraordinary feet. G365. Ogre monstrous as to feet.

G303.4.5.1. *Devils have only one leg.* They broke one leg when trying to run away from God's attack to protect himself from them. Dh I 50.

G303.4.5.1.1. *Devil has only one foot.* The wolf which he made has eaten the other. Dh I 148.

G303.4.5.1.2. *Devil's shoes are empty.* Lithuanian: Balys Legends Nos. 350, 654, 657.

G303.4.5.2. *Devil has a broken foot.* He limps. Type 756B; Andrejev FFC LXIX 62, *231 n.; German: Henne-Am Rhyn 277.

G303.4.5.3. *Devil has horse's foot.* Type 756B; Hdwb. d. Aberg. III 226; Andrejev FFC LXIX 62; Fb I 601b; Wünsche Teufel 52. — Scotch: Campbell Superstitions 290; Finnish-Swedish: Wessman 8 No. 66; Lithuanian: Balys Legends No. 137.
F551.1.2. Person with horse's foot.

G303.4.5.3.1. *Devil detected by his hoofs.* While playing cards the devil drops a card on the floor and his partners notice his monstrous feet.

England, Wales, U.S.: Baughman; Finnish: Aarne FFC XXXIII 41 No. 34; Estonian: Aarne FFC XXV 120 No. 34; Lithuanian: Balys Index No. 3350, Legends Nos. 676, 793.

N4. Devil as gambler.

G303.4.5.3.2. Devil's footprints without any toes. India: Thompson-Balys.

G303.4.5.4. The devil has goat feet. Irish: O'Suilleabain 92, Beal XXI 330; England: Baughman; German: Henne-Am Rhyn (Leipzig, 1874) 278.

G303.4.5.4.1. Devil is betrayed by his goat hoofs. Finnish-Swedish: Westman 8 No. 66.

G303.4.5.5. Devil has pig's foot. Scotch: Campbell Superstitions 290.

G303.4.5.6. Devil's knees are backwards. Type 756B; Andrejev FFC LXIX 62; Irish myth: *Cross.

A526.8. Culture hero can turn feet and knees backwards. FS31.1.3.2. Giant with heels in front.

G303.4.5.7. Devil has no heels. Bitten off by wolf who was created by devil. Lithuanian: Balys Legends Nos. 139f., 142.

A1833. Creation of wolf.

G303.4.5.8. Devil has club foot. England, U.S.: Baughman.

G303.4.5.9. Devil has cock's feet. Jewish: Neuman.

G303.4.6. The devil's tail. Lithuanian: Balys Legends No. 792.

G303.4.6.1. A little girl recognizes the devil by his tail. Estonian: Aarne FFC XXV 119 No. 29; Lithuanian: Balys Index No. 3675, Legends Nos. 382, 395.

F518. Persons with tails.

G303.4.6.2. Boy recognizes devil when he fans fire with his tail. Africa (Masai): Fuchs Sagen, Mythen, und Sitten der Masai (Jena, 1910) 21ff. No. 4.

G303.4.7. Devil speaks with voice of a he-goat. Scotch: Campbell Superstitions 301.

G303.4.8. Miscellaneous characteristics of devil.

G303.4.8.1. Devil has sulphurous odor. (Cf. G303.6.3.4, G303.17.2.8.) England, U.S.: Baughman; German: Henne-Am Rhyn (1874) 271; Italian Novella: Rotunda; Jewish: Neuman.

G303.4.8.2. Devil holds molten coin in mouth. Fb I 267a.

G303.4.8.2.1. Devil holds fire in his hands. Irish: O'Suilleabain 38.

G303.4.8.3. Devil claims to be 7,777 years old. Dh I 195.
Z71. Formulistic numbers.

G303.4.8.4. Devil never eats in an inn. Devil's coachman observes this. Estonian: Aarne FFC XXV 119 No. 28.

G303.4.8.5. Devil carries a thorn stick. German: Henne-Am Rhyn 278.

G303.4.8.6. Devil is swift of foot. Type 756B; Andrejev FFC LXIX 62; Irish myth: Cross.
F681. Marvelous runner.

G303.4.8.7. Devil with pitchfork. North Carolina: Brown Collection I 688.

G303.4.8.8. Devil laughs (weeps) when men weep (laugh). Cheremis: Sebeok-Nyerges.

G303.4.8.9. Devil all speckled and spotted. England: Baughman.

G303.4.8.10. Devil's hand marks person he touches. England, U.S.: *Baughman.

G303.4.8.11. Devil in animal form cannot be hit by bullets. Scotland, U.S.: *Baughman.

G303.4.8.12. Devil picks up live coals to light pipe. U.S.: Baughman.

G303.4.8.13. Devil invisible. Jewish: Neuman.

G303.5. How the devil is dressed.

G303.5.1. Devil is dressed in black. French: Sébillot France I 287, III 144; Jewish: *Neuman.

G303.5.1.1. Devil in a black cloak. German: Henne-Am Rhyn 278.

G303.5.2. Devil is dressed in green.

G303.5.2.1. Devil in green clothing with hat. Wünsche Teufel 34f.

G303.5.2.2. Devil as a hunter in green. Wünsche Teufel 53f., 90f.

G303.5.2.3. Devil wears a bright green coat. German: Henne-Am Rhyn 278.

G303.5.3. The devil dressed in red. French: Sébillot France II 29.

G303.5.4. Devil dressed in blue clothes. Fb I 266a; U.S.: Baughman.

G303.5.5. Devil dressed in hunting clothes. Wünsche Teufel 65f.

G303.6. Circumstances of the devil's appearance. Jewish: Neuman.

G303.6.1. When the devil appears. Danielsson Djävulgestalten i Finlands Svenska Folktro (Helsingfors, 1930) 74.

G303.6.1.1. Devil appears at midnight. Hunt Popular Romances 230; Wünsche Teufel 54, 59, 106f.; Danielsson op. cit. 77.

G303.6.1.2. Devil comes when called upon. Fb I 267a, IV 99a; Wünsche Teufel 54, 99; Irish: O'Sulleabhairn 34, 59, Beal XXI 312, 323; English: Hunt 232, 241; England, Wales: Baughman; Finnish-Swedish: Wessman 12 No. 106; Lithuanian: Balys Legends Nos. 601—604.
C12. Devil invoked: appears unexpectedly. C12.5. Devil's name used in curse. Appears.

G303.6.1.2.1. Devil writes into book names of those who call on him. Cheremis: Sebeok-Nyerges.

G303.6.1.3. Devil appears to claim soul offered to devil in jest. Wünsche Teufel 36f.; Irish: O'Sulleabhairn 56, Beal XXI 322.

G303.6.1.4. Devil appears when a woman looks at herself in the mirror after sunset. England, Wales, U.S.: Baughman; French: Sébillot France I 139; Italian Novella: Rotunda.

G303.6.1.5. Devil appears when cards are played. Fb IV 99a; Scotch: Campbell Superstitions 292.
N4. Devil as gambler.

G303.6.1.6. Devil invoked through medium of a black dog. Peru: Jijena Sanchez 132.

G303.6.1.7. Devil appears on Hallowe'en. Irish myth: Cross F211.1. Door to fairyland opens once a year.

G303.6.2. People to whom the devil appears.
G303.9.4.9. Devil tries to move repentant sinner to despair.

G303.6.2.1. Devil appears invisible among dancers. (Cf. G303.10.4.) Canada, U.S.: Baughman (G303.6.2.12); Finnish-Swedish: Wessman 10 No. 79; Icelandic: Boberg.

G303.6.2.2. Devil appears at meetings of witches. Scotch: Campbell Superstitions 292; Finnish-Swedish: Danielsson op. cit. 84.

G303.6.2.3. Devil appears among youths who jest while they say their evening prayers. Finnish-Swedish: Wessman 10 No. 76.

G303.6.2.4. Devil visible to one who walks in minister's (or minister's wife's) holy shoes (galoshes). Finnish-Swedish: Wessman 10. No. 79.

G303.6.2.5. Devil appears to persons ready to abandon their integrity. Scotch: Campbell Superstitions 292.

G303.6.2.6. Devil appears to minister's serving man to warn of impending disaster to the house. Scotch: Campbell Superstitions 298f.

G303.6.2.7. Devil appears to girl who prays over pit where she has thrown the bodies of her babies. French: Sébillot France II 313.

G303.6.2.8. Devil appears to dying man. Irish myth: Cross.

G303.6.2.9. Devil appears to saint (cleric). Irish myth: *Cross.

G303.6.2.9.1. Saint is able to see devils. *Loomis White Magic 76f.

G303.6.2.10. Devil appears to scholar. Irish myth: *Cross.

G303.6.2.11. Devil appears to Eve. Irish myth: *Cross.

G303.6.2.12. Devil hides in clothes of people running from storm. See references to G303.6.3.1.1. Balsys Tautosakos Darbai VI 87—100.

G303.6.2.13. Devil appears to person who cuts both ends off loaf of bread. England: Baughman.

G303.6.2.14. Devil appears to Sabbath breakers. (Cf. C631.) England, Wales: *Baughman.

G303.6.2.15. Devil appears when person steals.

G303.6.2.15.1. Devil causes boy to make noise of wind breaking after he has stolen bushel of corn to pay for shoes. (Cf. D2063.5.) U.S.: Baughman.

G303.6.3. Natural phenomena accompanying the devil's appearance.

G303.6.3.1. Devil is followed by a thunderstorm. Dh I 154; England, U.S.: Baughman.

G303.6.3.1.1. *The devil appears during thunderstorm, seeking shelter among people.* Swedish, Lappish, Finnish, Estonian, Livonian, Latvian, Lithuanian, Russian, White Russian: *Balyš Tautosakos Darbai VI 87—100.
A162.3. Thundergod pursues and slays the devil.

G303.6.3.2. *Devil comes in the whirlwind.* French: Sébillot France I 113.
F411.1. Demon travels in whirlwind.

G303.6.3.3. *Devil and the wind travel together.* French: Sébillot France II 313.

G303.6.3.4. *Devil appears in an intense light and with strong odor of sulphur.* (Cf. G303.4.8.1.) Sébillot France II 313; U.S.: Baughman.

G303.6.3.5. *Devil's coming heralded by piercing whistle.* German: Grimm No. 195.

G303.7. *How the devil travels.*

G303.7.1. *Devil rides horse.* U.S.: Baughman; Irish: Beal XXI 322, O'Suilleabhairn 55.

G303.7.1.1. *Devil rides on black horse.* Wesselski Märchen 199; English: Hunt Popular Romances 217, 222, Baughman.

G303.7.1.2. *Devil's horses are transformed men.* Finnish: Aarne FFC XXXIII 40 No. 33; Estonian: Aarne FFC XXV 118 Nos. 25, 33; Lithuanian: Balyš Index No. 3304, Legends Nos. 469, 581ff., 585.

G303.7.1.2.1. *Devil's horse has human feet.* Finnish: Aarne FFC XXXIII 40 No. 33; Estonian: Aarne FFC XXV 120 No. 33.

G303.7.1.2.2. *Devil (gentleman) invites traveler into his wagon.* Explains that his horses are Earl X, etc. (Cf. G303.25.17.1.) Estonian: Aarne FFC XXV 118 No. 25.

G303.7.1.2.3. *Devil (gentleman) invites girls into his sleigh.* French Canadian: Sister Marie Ursule.

G303.7.1.3. *Devil rides horse at night hunting lost souls over the heath.* England: Baughman.
E752.1. Devil in disguise hunts souls.

G303.7.2. *Devil rides away on an ass.* Angered because God has not invited him to his wedding. Dh I 129.

G303.7.3. *Devil drives horse and wagon.* Fb I 266b; Finnish-Swedish: Wessman 9 No. 69.

G303.7.3.1. *Devil in wagon drawn by two black horses carries off impious people.* Finnish-Swedish: Wessman 13 No. 118; Lithuanian: Balyš Legends No. 822.
R11.2.1. Devil carries away impious people.

G303.7.3.2. *Devil drives carriage drawn by horses whose nostrils shoot fire.* Finnish-Swedish: Wessman 9 No. 69; French: Sébillot France I 428.

G303.7.3.3. *Devil in coach drawn by headless horses.* English: Hunt Popular Romances 224ff.
B15.1.1. Headless animals. E501.4.2.7. Headless horse in wild hunt.

G303.7.3.4. *Devil pursues man from carriage drawn by four white horses.* U.S.: Baughman.

G303.7.3.5. Devil travels in coach drawn by four blood-red horses, the hoofs of which strike fire from the pavement. German: Grimm No. 120.

G303.7.4. Devil comes in a cart. Fb I 266b; Lithuanian: Balys Legends No. 776.

G303.7.5. Devil drives several teams of oxen. English: Hunt Popular Romances 230.

G303.7.6. Devil rides on hog, drives another. Fb III 676b.

G303.7.7. Devil drives six he-goats. Wünsche Teufel 41.

G303.7.8. Devil rides cow until she goes mad. England: Baughman.

G303.7.9. Devil flies like bird. Jewish: Neuman.

G303.8. Devil's expulsion from heaven and his present haunts.
F908. Habitation of spirit. X424. The devil in the cemetery.

G303.8.1. Devil driven from heaven. Spanish Exempla: Keller; Lithuanian: Balys Index No. 3002, Legends Nos. 5f.; Jewish: *Neuman.

G303.8.1.1. God has Elias drive devils from heaven. They use thunder, lightning, and rain for forty days. Dh I 133f.

G303.8.1.2. Archangels Michael and Gabriel drive Satan and other devils from heaven to earth. Dh I 67, 138; Irish: Beal XXI 323, O'Suilleabhan 59.

G303.8.1.2.1. Devil becomes an angel. Forced by monk, devil sings a hymn and becomes a white angel as he was before the sin. Lithuanian: Balys Legends No. 670, Balys Ghosts.

G303.8.2. Devils carry away the sun when they fall from heaven. Dh I 136.
A721.1. Theft of sun.

G303.8.3. The devil in hell. Irish myth: *Cross.
Q569.3. Sinners in hell fall into the mouth of devil.

G303.8.3.1. Devil is thrust into hell by God. Dh I 5; Lithuanian: Balys Legends Nos. 5f.

G303.8.3.2. Devil builds himself a castle and calls it hell. Dh I 145.

G303.8.3.3. Devil's house is visible on the way to hell. Estonian: Aarne FFC XXV 121 No. 38.

G303.8.4. Devil lives in a church. Fb I 266a.

G303.8.4.1. Devil bound with huge chain near northern side of Tamdrup church. Fb I 189a.

G303.8.4.2. Devil in each stone of church built with ill-gotten wealth. Scala Celi 84a No. 481; Spanish Exempla: Keller.

G303.8.5. Devil in interior of earth. Banished there by God as punishment for trying to usurp God's rule of the world. Dh I 208.

G303.8.6. Devil and his servants live where perjurers dwell. Finnish-Swedish: Wessman 12. No. 107.

G303.8.7. Devil's abode is between hoofs of swine. Fb I 189a.

G303.8.8. Devil lives in the water. Dh I 56, 67.

G303.8.9. Devils in woman's train. Scala Celi 141a No. 787; *Loomis White Magic 76.

G303.8.9.1. Devil in fold of knight's cloak. (Cf. G303.6.2.12.) Knight permits him to lodge there and accompany him to a tournament on condition that he leave him without harm upon request. Pauli (ed. Bolte) 93.

G303.8.10. Devil in dragon's head on a shield. Is expelled by a knight (Percival). Dickson 197 No. 84.

G303.8.11. Devil in a stone. Irish myth: *Cross; Finnish-Swedish: Wessman 9 No. 70.
H171.5. Stone of destiny.

G303.8.12. Devil in the stable wrapped in horse-hide. Devil chases youth as he hides himself. Estonian: Aarne FFC XXV 122 No. 43.

G303.8.13. Devil in the woods.

G303.8.13.1. Youth meets devil in woods. Scala Celi 120a No. 658.

G303.8.13.2. Forest devil the one which fell in the forest when driven from heaven. Dh I 67.

G303.8.13.3. Devil in woods to gather nuts on Christmas Eve. Fb I 266a.

G303.8.14. Devils dwell in heathen idols, as well as portraits and images.
*Loomis White Magic 75.

G303.8.14. Pagan gods become devils.

G303.8.15. Devil hidden in a corpse. *Loomis White Magic 74.

G303.9. Deeds of the devil.

G303.9.1. The devil as a builder. *Broderius 27, 58; Boberg FFC CLI.
F331.8.6. Giant as builder.

G303.9.1.1. Devil as builder of bridges. Wünsche Teufel 30—37; England, Wales, U.S.; Baughman; Lithuanian: Balys Index No. 3285, Legends Nos. 489f.; Japanese, Korean: Ikeda.

G303.9.1.2. Devil as builder of dams. Finnish-Swedish: Wessman 17 No. 155; Wünsche Teufel 29f.

G303.9.1.3. Devil as builder of mill. Wünsche Teufel 38ff.

G303.9.1.4. Devil as builder of walls. Wünsche Teufel 27f., 69; England: Baughman.

G303.9.1.5. Devil as builder of palaces (*châteaux*). Wünsche Teufel 49f.; Icelandic: Boberg; French: Sébillot France IV 126.

G303.9.1.6. Devil as builder of churches. Wünsche Teufel 42; Danish: Kristensen Danske Sagn III (1931) 26ff.; Lithuanian: Balys Legends No. 491; French: Sébillot France IV 126.

G303.9.1.7. Devil builds a road. Wünsche Teufel 37; England, Scotland: Baughman.

G303.9.1.8. Devil builds a ditch. Wünsche Teufel 37f.; England: Baughman.

G303.9.1.9. Devil builds two islands in a lake. Wünsche Teufel 30.

G303.9.1.10. Devil builds an inn for a man in competition with a church being built. Wünsche Teufel 44.

G303.9.1.11. Devil builds Mont Saint Michel. French: Sébillot France IV 11.

G303.9.1.12. Devil helps build Halberstadt Cathedral thinking a tavern is being built. Wünsche Teufel 44.

G303.9.1.13. Devil builds a building. England, U.S.: *Baughman.
M211.2. Man sells soul to devil in return for devil's building house (barn).

G303.9.1.14. Satan builds idol. Jewish: Neuman.

G303.9.1.15. Satan builds another world. Jewish: Neuman.

G303.9.2. The devil performs deeds of unusual strength.
F610. Remarkably strong man.

G303.9.2.1. Devil pulls up tree to goad his oxen. English: Hunt Popular Romances 230, Baughman.
F621. Strong man: tree-puller.

G303.9.2.2. Devil builds road for farmer in one day. Wünsche Teufel 50f.
H1001. Tasks requiring miraculous speed.

G303.9.2.3. Devil plows and plants grain for farmer in one day. Wünsche Teufel 50f.

G303.9.2.4. Devil and Drake carry waters of English Channel from Dartmoor to Plymouth. English: Hunt Popular Romances 231, Baughman.

G303.9.2.5. Devil and Michael Scott carry tide an additional five miles up River Wansbeck. England: Baughman.

G303.9.3. The devil hires out.

G303.9.3.1. Devil hires out to a farmer. Wünsche Teufel 71f.; Irish: Beal XXI 314, O'Suilleabhaín 38; Lithuanian: Balys Index Nos. 329ff., Legends Nos. 505—524.

G303.9.3.1.1. The devil takes service with a farmer in return for the bread he stole. Punishes the evil landowner and makes his master prosperous. Lithuanian: Balys Index No. 3290, Legends Nos. 505—511.
F613. Strong man makes labor contract.

G303.9.3.2. Devil is employed as a midwife. Lappish: Qvigstad FFC LX 43 No. 30.

G303.9.3.3. Devils help people at work, but are feared nevertheless. Lithuanian: Balys Legends Nos. 790—794.

G303.9.3.4. The devil is always to blame. Even when he tries to be helpful to man. Lithuanian: Balys Index No. 3340, Legends Nos. 659—663; Estonian: Aarne FFC XXV 41 No. 49.

G303.9.4. The devil as a tempter. Irish myth: *Cross; Icelandic: Boberg; Jewish: *Neuman.
Q582.2. Man brings fire to his house at devil's temptation: burns to death.

G303.9.4.0.1. Satan causes storm to destroy property of man he tempts. Jewish: Neuman.

G303.9.4.0.2. *Satan smites man he tempts with leprosy.* Jewish: Neuman.

G303.9.4.1. *Devil gives Eve two grains of corn.* One is for her and one for Adam. Dh I 212.

G303.9.4.2. *Devil persuades man to commit suicide.* Scala Celi 153a No. 843; Lithuanian: Balys Legends No. 758; Spanish Exempla: Keller.

G303.9.4.2.1. *The devil teaches man how to hang himself.* Lithuanian: Balys Legends Nos. 610—614.
T334.2. Hanging in game or jest accidentally proves fatal.

G303.9.4.3. *Devil tries to get man to kill his bride (wife).* Finnish-Swedish: Wessman 12 No. 104.

G303.9.4.4. *Devil tempts cleric (hermit).* Pauli (ed. Bolte) No. 670; Scala Celi 5b, 165a, 166a Nos. 29, 930, 938; Alphabet Nos. 28, 128, 129; Irish myth: *Cross; English: Hunt Popular Romances 232; Spanish Exempla: Keller; Buddhist myth: Malalasekera I 388, II 1059.

G303.9.4.5. *Devils appear to knight to try to call him from doing penance.* Scala Celi 162a No. 919.

G303.9.4.5.1. *Devil by trick conjures vision to make idolators of believers.* Jewish: Neuman.

G303.9.4.5.2. *Disguised devil as messenger to adulterous people.* Irish Myth: Cross.
T481. Adultery.

G303.9.4.5.3. *Satan stops men from praying.* Jewish: Neuman.

G303.9.4.6. *Devil tempts saints.* Scala Celi 112a, 154b Nos. 623, 855; Dh I 174. — Irish myth: Cross.

G303.9.4.6.1. *Devil instructs saint on virtues by which to attain Heaven.* Irish myth: Cross.

G303.9.4.7. *Devil tempts girl.* Scala Celi 47b No. 267; Lithuanian: Balys Legends Nos. 395f., 399; West Indies: Flowers 447f.
T332. Man tempted by fiend on woman's shape.

G303.9.4.7.1. *Devil and girl. "Are you lonely?" Girl: "No, devil, with God and angels."* Lithuanian: Balys Legends No. 365.
G303.16.8. Devil leaves at mention of God's name. H335.8. Devil as suitor assigned tasks. K1227.3. Respite from woer while he brings clothes all night.

G303.9.4.8. *Devil tempts youth to deny Virgin.* Promises youth riches. Scala Celi No. 658.

G303.9.4.9. *Devil tries to move repentant sinner to despair.* Irish myth: Cross.

G303.9.4.10. *Woman worships the devil.* Irish myth: Cross.

G303.9.5. *The devil as an abductor.* Fb I 266a, 267a; Dh I 176; French: Sébillot France II 38, IV 341; Jewish: *Neuman; West Indies: Flowers 448f.
E752.2. Soul carried off by devil. G275.1. Witch carried off by devil. G275.1.1. Witch carried off by devil's crew. M215. With his whole heart: devil carries off judge. R11.2.1. Devil carries off wicked people.

G303.9.5.1. *Devil abducts girl: has her hang about his neck and he flees to hell.* Wünsche Teufel 65f. ,

G303.9.5.2. Devil carries away a lord on his back. French: Sébillot France IV 341; Spanish Exempla: Keller.

G303.9.5.3. Devil compels two miners to follow him. English: Hunt Popular Romances 218.

G303.9.5.4. Devil carries man through air as swift as wind (*thought*). Finnish: FFC XXXIII 41 No. 37; Estonian: Aarne FFC XXV 121 No. 37. D2122.3. Magic journey as swift as thought.

G303.9.5.5. Devil combs Mme. Anna's hair while he takes her away. Fb I 266b.

G303.9.5.6. Man temporarily abducted by devil. Lithuanian: Balys Legends No. 710; Estonian and Latvian: Tautosakos Darbai VI 19—23.

G303.9.5.7. Devil carries a Jew to hell. Lithuanian: Balys Index No. 3335, Legends No. 650ff.
 E752.2. Soul carried off by demon (devil). M211.4. Jews must repay devil's help. R11.2.1. Devil carries off wicked people. V360. Christian traditions concerning Jews.

G303.9.5.8. Devil takes violinist when he needs a good fiddler in hell. England: Baughman.

G303.9.6. The devil fights.
 E756.3. Raven and devil fight over man's soul.

G303.9.6.0.1. The devil is armed. Irish myth: Cross.

G303.9.6.1. Devil fights with man. Estonian: Aarne FFC XXV 121 No. 35.

G303.9.6.1.1. Devil is overcome by man in fight. Man pulls out one of his horns and beats him with it. Cent Nouvelles Nouvelles No. 70; Italian Novella: *Rotunda.

G303.9.6.1.2. Satan fights Israel. Jewish: Neuman.

G303.9.6.2. Satan attacks saints. Kittredge Witchcraft 218, 525 nn. 49, 50; Dh I 138; Irish myth: Cross; England: Baughman; French: Sébillot France II 128, III 530.

G303.9.6.2.1: Devil inflames saint's injured eye. Irish myth: Cross.
 F402.1.5. Demon (crósan) causes disease.

G303.9.7. The devil advises human beings.

G303.9.7.1. Devil advises young girl not to go to a castle. Later, when she returns pregnant she says that the devil advised her to serve at the castle. He slaps her and tells her she is lying. Pauli (ed. Bolte) No. 84; Lithuanian: Balys Legends No. 664.

G303.9.7.2. Devil exhorts youth to enjoy himself and not to think of God. When the youth has grown old the devil says, "It is now too late to think of God." Type 823*.

G303.9.7.3. The devil advises a suspicious husband. The Ring of Hans Garvel. Appears in a dream and hands the husband a ring. "When you wear this ring you will be sure of your wife." He awakens to understand the obscene implication. Cent Nouvelles Nouvelles no. 11; Italian Novella: *Rotunda.
 D1078. Magic ring. H420. Chastity index.

G303.9.7.4. Devil disguised as man tells of trip to heaven and hell. Heaven is full of wretches who weep, fast, and pray. Hell is full of wealth, power, and good living. Nouvelles de Sens No. 5.

G303.9.8. *Miscellaneous actions of the devil.*

G303.9.8.1. *Devil spins and knits.* English: Hunt Popular Romances 241.

G303.9.8.2. *Devil plays fiddle at wedding.* Causes bad luck (kills bride-groom). Finnish: Aarne FFC XXXIII 40 No. 24; Estonian: Aarne FFC XXV 118 No. 24.

G303.9.8.3. *Devil sings (dances) on grave.* Irish myth: *Cross.
G303.15. *Places haunted by the devil.*

G303.9.8.4. *Devil causes salamander to appear in glass of rum, drinks it.* U.S.: Baughman.

G303.9.8.5. *Devil engages in drinking contest with man for purse of gold.* Gold causes man to become miser. England: Baughman.

G303.9.8.6. *Satan asks God to put man into his power (Job).* Jewish: *Neuman.

G303.9.8.7. *Satan makes wager with God about mortal's piety.* Jewish: Neuman.

G303.9.8.8. *Satan prays to God.* Jewish: Neuman.

G303.9.8.9. *Satan chants songs of praise to God.* Jewish: Neuman.

G303.9.8.10. *Satan weeps.* Jewish: Neuman.

G303.9.8.11. *Satan as blasphemer.* Jewish: Neuman.

G303.9.9. *Pranks played by the devil.*

G303.9.9.1. *Devil prevents moving of little stone by sitting on it.* Scala Celi 149b No. 823.

G303.9.9.2. *Devil interrupts mass by pretended battle.* Scala Celi 22b No. 144; Alphabet No. 105.

G303.9.9.3. *Devil steals knight's cloak.* Scala Celi 153a No. 844; Alphabet No. 620.

G303.9.9.4. *Devil takes an unbaptized child out of the cradle and lays a wooden log in its place.* Finnish-Swedish: Wessman 14 No. 127; Lithuanian: Balys Index No. 3295, Legends Nos. 525ff.
F321. Changeling.

G303.9.9.5. *Devil piles sand in ocean so that vessels may run aground.* Finnish-Swedish: Wessman 17 No. 156.

G303.9.9.6. *Devil leads and misguides people.* Lithuanian: Balys Index No. 3332, Legends Nos. 459, 500, 557, 590, 640—49, 746ff., 759—75, 784, 797f., 800, 804.
F402.1.1. Spirit leads person astray.

G303.9.9.7. *Trying all night to catch an animal (really devil).* Lithuanian: Balys Legends Nos. 777—783.

G303.9.9.8. *Taking snuff with the devil.* Lithuanian: Balys Legends Nos. 772, 785ff.

G303.9.9.9. *Devil challenges boys to play a disc-game.* Can be defeated only with rowan-sticks. (Cf. D950.9.) Lithuanian: Balys Legends Nos. 653—658.

G303.9.9.10. *Exchanging things with the devil.* The cheat appears later. Lithuanian: Balys Index No. 3302, Legends Nos. 437, 441, 559—77.

G303.9.9.11. *The devil as tailor to a dandy.* The dandy demands clothes sewed without thread. The devil disguised as a tailor makes them. In church the dandy's clothes fall to pieces, leaving him naked. Lithuanian: Balys Legends Nos. 685ff.
 Q338. Immoderate request punished.

G303.9.9.12. *Devil engages in horse race with man.* U.S.: *Baughman.

G303.9.9.13. *Devil flies away with sentry box.* England: Baughman.

G303.9.9.14. *Devil drinks church well dry at one draught.* England: Baughman.

G303.9.9.15. *Devil stampedes horses of general.* England: Baughman.

G303.9.9.16. *Devil takes place of girl man is embracing in private place.* The man goes mad. England: Baughman.

G303.9.9.17. *Devil as crow misleads travelers, puts out their lights.* England, U.S.: *Baughman.

G303.9.9.18. *Devil moves seats in church.* Scotland: Baughman.

G303.9.9.19. *Devil plays marbles in church.* England: Baughman.

G303.9.9.20. *Satan entangles ram's horns on the altar.* Jewish: Neuman.

G303.9.9.21. *Satan liberates caught deer.* Jewish: Neuman.

G303.10. *Allies and possessions of the devil.*
 K1965.6. The sham physician and the devil in partnership.

G303.10.1. *Cat as follower of the devil.* Fb IV 99a.

G303.10.2. *Toad as follower of the devil.* Fb. IV 99a.

G303.10.3. *Snake as follower of the devil.* Fb IV 99a.

G303.10.4. *Dancers as followers of the devil.* (Cf. G303.6.2.1.)

G303.10.4.0.1. *Devil haunts dance halls.* French Canadian: Sister Marie Ursule.

G303.10.4.1. *Devil dances with a maid until she dies.* Finnish-Swedish: Wessman 10 No. 81; Lithuanian: Balys Index No. 3251, Legends Nos. 347, 353f.

G303.10.4.2. *Two devils come to a dance-loving maid and play when she bathes.* Finnish-Swedish: Wessman 10 No. 82.

G303.10.4.3. *Devil teaches a dance-loving maid to dance.* Finnish-Swedish: Wessman 10 No. 83.

G303.10.4.4. *Devil appears to girl who wants an escort for a dance.* French Canadian: Sister Marie Ursule.

G303.10.4.5. *Devil dances with maid and puts his claws through her hands.* French Canadian: Sister Marie Ursule.

G303.10.5. *Where the devil can't reach, he sends an old woman.* (Cf. K1085.) *Type 1353; Wesselski Märchen 196.

G303.10.6. *Devil in league with a freemason.* *Hdwb. d. Aberg. III 32; Finnish-Swedish: Wessman 13 No. 117; Lithuanian: Balys Index No. 3422, Legends Nos. 821ff.
 X351. Jokes on freemasons.

G303.10.7. Devil gives luck with fishing and hunting. Finnish-Swedish: Wessman 11 No. 91.
N120. Determination of luck or fate.

G303.10.8. Horses are offspring of the devil. One cannot trust them. Dh I 239; Lithuanian: Balsy Legends Nos. 135, 153—159.

G303.10.9. An all-red, all-black, or all-white calf the property of the devil. Dh I 188.

G303.10.10. Lizards are offspring of the devil. Dh I 198.

G303.10.11. The spurge-laurel is the devil's bush. Dh I 200.

G303.10.12. The devil owns the reeds. Dh I 187.

G303.10.13. Thistles and nettles are the devil's vegetables. Dh I 187.

G303.10.14. The bagpipe is the devil's bellows. Dh I 189.

G303.10.15. Devil has a hound. Irish myth: Cross.

G303.10.16. Devil has a servant. Irish myth: Cross.

G303.10.17. Bird as messenger of devil. U.S.: Baughman.
B291.1.1.2. Raven as devil's messenger.

G303.10.18. Angels of Satan. Jewish: *Neuman.

G303.10.19. Devil's well. Argentina: Jijena Sanchez 112.

G303.11. The relatives of the devil. Irish myth: Cross.
G275.1. Witch carried off by devil's crew. G303.12.4. Devil visits woman and founds a family.

G303.11.1. The devil's wife.

G303.11.1.1. The devil's son is with his mother at night in his father's place. Type 1720*.
T412. Mother-son incest.

G303.11.1.2. The devil's son. Irish: O'Suilleabhairn 35, Beal XXI 312f.

G303.11.2.1. The devil and his son fight over division of the earth. Dh I 135.

G303.11.2.2. The devil's children and grandchildren do his work for him. India: Thompson-Balys.

G303.11.3. The devil's mother. Irish: Cross, O'Suilleabhairn 92, Beal XXI 330.

G303.11.3.1. Devil's mother rides a goat. Fb I 268, 439.

G303.11.4. The devil's grandmother. **Lehmann Dania VIII 179ff.
A31. Creator's grandmother.

G303.11.4.1. Devil's grandmother keeps house for devil. Is an old wrinkled woman with red eyes who locks up hell. Fb I 268a; Japanese: Ikeda.

G303.11.4.2. Devil's grandmother is bleaching when it snows. Fb I 268a.
A135.2.1. Snow from feathers or clothes of a witch.

G303.11.5. The devil's daughter. Irish myth: Cross.

G303.11.5.1. The devil and his nine daughters. Irish myth: Cross.

G303.12. *Marital experiences of the devil.* (Cf. H1153, K216.1, K2325, T251.1.1.) Irish: Beal XXI 330; Spanish: Espinosa Jr. 91—93; Jewish: *Neuman.

G303.12.1. *Devil woos an innkeeper's daughter.* Wünsche Teufel 33.

G303.12.2. *Devil marries a widow who maltreats him.* Wünsche Teufel 62f.

G303.12.3. *Devil marries old maid who proves to be a termagant and a miser.* Wünsche Teufel 62.

G303.12.4. *Devil visits woman and founds a family.* (Cf. G303.11.) Irish myth: Cross.

G303.12.5. *Devil marries girl.*

G303.12.5.1. *Girl married to a devil.* Despairing of ever finding herself a husband, the old maid exclaims: "I would marry even the devil, were he to marry me." The devil takes her at her word. Lithuanian: Balys Index No. 3253, Legends Nos. 367ff.
 C12.4.1. Mother wishes lazy daughter may marry devil. Devil appears and marries her.

G303.12.5.2. *Devil marries disdainful girl; she escapes.* U.S.: *Baughman.

G303.12.5.3. *Devil marries girl whose rich mother refuses to let her marry common young men of community.* U.S.: Baughman.

G303.12.5.4. *Devil woos woman; she discovers identity in time to escape with aid of minister who swallows candle after getting devil to promise she could live as long as the candle lasted.* (Cf. K551.9.) Scotland: Baughman.

G303.12.5.5. *Girl married to devil escapes with answers to his riddles.* Type 812; U.S.: Baughman.

G303.12.5.6. *Girl wooed by devil is saved by magic herb she wears.* (Cf. D1386.2.) U.S.: Baughman.

G303.12.5.7. *Devil takes form of girl's lover and takes advantage of her.* She meets lover on way home, learns what has happened, dies. England: Baughman.

G303.12.6. *Devil in guise of woman woos man.* England, U.S.: *Baughman.
 D658.3. Transformation to female to seduce. T332. Man tempted by fiend in woman's shape.

G303.12.6.1. *Man marries a she-devil* He catches her as succubus and marries. Some years later his wife's brothers invite them to a feast (wedding) and he gets gifts or wife's dowry. Lithuanian: Balys Index No. *424.

G303.12.7. *Devil's sexual relations with mortals.* Jewish: Neuman.

G303.12.7.1. *Satan's sexual intercourse with Eve.* Jewish: *Neuman.

G303.13. *The stupid devil.* Missouri French: Carrière; **Wünsche Teufel; Danielsson Djävulsgestalten i Finlands svenska Folktron (Helsingfors, 1930) 35; Spanish: Espinosa Jr. Nos. 82—84, 201; Jewish: Neuman.
 G501. Stupid ogre. K216. Devil cheated of his promised soul. K483. Color of devil's cows changed while he sleeps so that he does not know them. Q565. Devil is duped by smith.

G303.13.1. Devils do not know or understand thoughts of men. Swiss: Jegerlehner Oberwallis 329 No. 50.

G303.13.2. Devil works backward. Begins building at top of house. Wünsche Teufel 52.
J1930. Absurd disregard of natural laws.

G303.13.3. Devil tries to wall in too large a piece of ground in a night and fails. Wünsche Teufel 70.

G303.13.4. The devil tries to learn a trade; he fails miserably at all but versemaking. He now loiters in alehouses, sings songs. Scotland: Baughman.

G303.13.5. Simple-minded devil indicates how he can be driven away. (Cf. G303.16.) India: Thompson-Balys.

G303.14. Devil's unfinished work cannot be completed by human hands. One stone missing in church, etc. Wünsche Teufel 37f., 47, 51—56.

G303.14.1. The devil destroys by night what is built by day. Wünsche Teufel 30; French: Sébillot France IV 46; Canada, England, Scotland: *Baughman.
C931. Building falls because of breaking tabu. D2182. Work of day magically overthrown at night.

G303.14.1.1. Devil destroys Adam's work by night. Dh I 238.

G303.14.2. Devil builds bridge except for one stone. No one dares to add the final stone. England: Baughman.

G303.15. Places haunted by the devil. Lithuanian: Balys Index No. 3440, Legends Nos. 833—850.
G303.15.3. Devil sings (dances) on grave.

G303.15.1. Devil haunts premises about to be visited by calamity. Scotch: Campbell Superstitions 292.

G303.15.2. Granary now haunted because of devil's defeat. Wünsche Teufel 53f.

G303.15.3. Devil haunts a house. Finally is exorcised. Lithuanian: Balys Legends Nos. 711—718.
E281. Ghosts haunt buildings. G303.16.14. The devil exorcised.

G303.15.4. Devils haunt tree. (Cf. G312.3.)
F441.2. Tree-spirit.

G303.15.4.1. Particular species of tree abode of devils. India: Thompson-Balys.

G303.15.5. Ruins of a palace haunted by Satan. Jewish: Neuman.

G303.15.6. Satan appears at a feast where the poor are absent. Jewish: Neuman.

G303.16. How the devil's power may be escaped or avoided. Irish myth:
*Cross; Finnish-Swedish: Danielsson 112.
D1385.19.1. Saint's hose protects woman from devil. G270. Witch overcomes or escaped. G303.13.5. Simple-minded devil indicates how he can be driven away. G500. Ogre defeated. H343. Escape from devil by answering his riddles. K1781. Threat to build church in hell. K1955.6. Sham physician and devil in partnership.

G303.16.1. By the help of the Virgin Mary the devil may be escaped.

Scala Celi 111a, 119a, 120b Nos. 617, 657, 659; Irish: *Cross; O'Suilleabhan 41, Beal XXI 315; Spanish Exempla: Keller.

K1641.3. Virgin Mary substitutes for woman whom husband has pledged to the devil. 8251. Virgin Mary rescues child promised to devil.

G303.16.2. Devil's power over one avoided by prayer. Fb I 267a; Scala Celi 122b, 137a, 149b Nos. 729, 764, 765, 823; Alphabet No. 591; Wiinsche Teufel 44, 102; Irish myth: Cross; England: Baughman, Hunt Popular Romances 224; Finnish-Swedish: Wessman 14 No. 126; French: Sébillot France IV 126; Spanish Exempla: Keller; Jewish: *Neuman.

G303.16.2.1. Devil cannot take one who has read the Pater Noster. Fb I 266b, 267a.

G303.16.2.1.1. Devil cannot enter person who is thinking of God. Chermis: Sebeok-Nyerges.

G303.16.2.2. Person saved from devil by prayer to Virgin. Scala Celi 122b, 124a, 134b Nos. 673, 677, 742; Köhler-Bolte II 613ff.
V254.4. Devil exorcised by "Ave".

G303.16.2.3. Devil's power avoided by blessing.

G303.16.2.3.1. Man escapes devils by reading Lord's blessing. Finnish-Swedish: Wessman 9 No. 74.

G303.16.2.3.2. Devil flees at pope's blessing. Dh I 175.

G303.16.2.3.3. Devils disappear when priest blesses bread. Scala Celi 67a No. 370; Irish: Beal XXI 314, O'Suilleabhan 38.

G303.16.2.3.4. A nun eating unblest lettuce eats a demon. Gregory the Great Dialogues Bk I Ch. 4 (tr. Edmund Gardner, London, 1911) 17; *Krappe Bulletin Hispanique XXXIX 22; Alphabet No. 108; Spanish Exempla: Keller; Italian Novella: Rotunda.

G303.16.2.3.5. Blessing reveals seemingly pure stream to be devil's trap which kills whoever drinks from it. Irish myth: Cross.

D1402. Magic object kills. G303.20. Ways in which the devil kills people.
K1688.4. Injurious food (drink) has delusive sweet taste.

G303.16.2.4. Devils driven away by hymn (psalm). Irish myth: Cross; Jewish: Neuman.
V83. Hymns.

G303.16.2.5. Demon cannot hurt holy man or woman. India: Thompson-Balys.

G303.16.3. Devil's power avoided by the cross. U.S.: Baughman.
V96. Sign of the Cross.

G303.16.3.1. Devils driven away by cross. Scala Celi Nos. 367, 392.

G303.16.3.2. Devil cannot endure cross made by straps of knapsack. Type 1166*; Lithuanian: Balys Index No. *1168; Russian: Andrejev No. 1166*; Estonian: Arne FFC XXV No. 1166*.

G303.16.3.3. Devils put to flight by cross made of leaves. Scala Celi No. 391.

G303.16.3.4. Devil made to disappear by making sign of the cross. Dh I 48; Scala Celi 13a, 45a, 45b, 66b, 67a, 67b, 70b, 77b Nos 77, 256, 257, 368, 369, 371, 372, 393, 394, 442; Pauli (ed. Bolte) 90; Crane Vitry 189 No. 131, 246 No. 263; Alphabet No. 64. — Irish: O'Suilleabhan 92, Beal

XXI 330; Lithuanian: Balsy Legends Nos. 642—645, 648, 650, 776, 786, 800, 825; French: Sébillot France I 160, II 403, IV 12; Spanish Exempla: Keller; Argentina: Jijena Sanchez 103; West Indies: Flowers 450.

G303.16.3.5. Knight dismisses devil in name of cross. Scala Celi 127b No. 696; Pauli (ed. Bolte) No. 93.
P441.2. Tailoring the only trade the devil cannot learn. He fails to knot thread because it would make the sign of the cross.

G303.16.3.6. Devil made visible by making sign of cross. Irish myth: *Cross.

G303.16.4. Words of religious comfort cause devil and his crew to vanish. England: Baughman, Hunt Popular Romances 218; Jewish: Neuman.

G303.16.5. Administering sacrament destroys devil's power.

G303.16.5.1. Chaplain administers sacrament and saves woman's soul from devil. Wünsche Teufel 37.

G303.16.5.2. Devil disappears when offered host. Scala Celi 64b No. 353; Italian Novella: Rotunda.

G303.16.6. Man is rescued from devil by baptism. Finnish-Swedish: Wessman 14 No. 131.

G303.16.7. Devil is chased by holy water. Type 756B; Andrejev FFC LXIX 103; Irish: Cross, Beal XXI 313—315, 322, O'Suilleabain 35, 38, 40, 56; Wales, U.S.: Baughman; Finnish-Swedish: Wessman 82 No. 676; Lithuanian: Balsy Legends Nos. 639, 708, 715; French: Sébillot France IV 126; West Indies: Flowers 450.
D1242.1.2. Holy water as magic object.

G303.16.8. Devil leaves at mention of God's name. England, Ireland, Wales, U.S.: Baughman; Lithuanian: Balsy Legends Nos. 651, 774f., 780, 814; Spanish: Boggs FFC XC 95 No. *817, Keller; Jewish: *Neuman.

G303.16.9. Devil is made impotent by confession. Scala Celi 42a—46b Nos. 239, 241, 243, 245, 246, 249, 255, 260.
V29.8. The devil goes to confessions.

G303.16.10. Angels save person from the devil. Scala Celi 45a, 84a Nos. 253, 479, 660; Alphabet No. 178; Wünsche Teufel 42.

G303.16.11. Various holy persons save one from devil.

G303.16.11.1. Devil is driven out of a man by Peter. Dh I 170.

G303.16.11.2. Devil prevented from revenge by pious priest. Wünsche Teufel 45.

G303.16.11.3. Person chases the devil away. Devil says, "You also have stolen once." Finnish: Aarne FFC XXXIII 40 No. 30; Estonian: Aarne FFC XXV 119 No. 30; Lithuanian: Balsy Legends Nos. 706, 715.

G303.16.11.4. Saint expels devil to hell. Nouvelles de Sens No. 5; Irish myth: Cross.

G303.16.11.5. Saint's dispute with devil. *Loomis White Magic 76.

G303.16.12. Ringing of churchbell causes devil to lose his power. Wünsche Teufel 40, 42, 43f.

G304.2.4.1. Trolls cannot endure churchbells. V115. Churchbells.

G303.16.13. Devil may be escaped by going to church every day. Fb I 267a.

G303.16.14. The devil exorcised. Alphabet No. 595; Wünsche Teufel 104f., 106f.; Fb I 267a; Irish: "Cross, Beal XXI 315; Finnish-Swedish: Wessman 14 No. 132, 15 Nos. 133, 134; Lithuanian: Balys Index No. *1169; Swiss: Jegerlehner Oberwallis 328 No. 28; Spanish Exempla: Keller; Italian Novella: Rotunda.

D1381.11. Magic circle protects from devil. D1385.3. Marriage ring protects against devil. D2176. Exorcising by magic.

G303.16.14.1. Priest chases devil away. French Canadian: Sister Marie Ursule.

G303.16.14.1.1. Priest separates girl from devil's claws. French Canadian: Sister Marie Ursule.

G303.16.14.2. Devil chased by the fumes of burning arsenic. Cheremis: Sebeok-Nyerges.

G303.16.14.2.1. Devil exorcised by burning wood. Irish: O'Suilleabhan 39.

G303.16.14.3. Devil overpowered or chased with a stick of rowan-tree. Lithuanian: Balys Legends Nos. 653f., 657f., 671f., 799.

G303.16.14.3.1. Why the devil fears the rowan-tree. Lithuanian: Balys Index No. 3346.

D950.9. Magic rowan-tree.

G303.16.14.4. The devil is exorcised with bell, book, and candle. U.S.: Baughman.

G303.16.14.5. Devil avoids cockscomb flowers. India: Thompson-Balys.

G303.16.15. Devils leave hermit who turns other cheek when struck. Scala Cell No. 795.

G303.16.16. Devil is cheated of his reward when priest dismisses mass early. Wünsche Teufel 84.

G303.16.17. Devil cannot enter a house with horseshoe over door. Fb I 267a; North Carolina: Brown Collection I 650; Japanese: Ikeda.

D1385.9. Magic horseshoe keeps off devils, trolls, and witches. G272.11. Horseshoe hung up as protection against witches.

G303.16.18. One must not whistle after sunset, else the devil will go along with one. Fb I 267b.

G303.16.18.1. Christians are prohibited from whistling in dark lest the devil appear. Sébillot France I 159.

G303.16.19. Miscellaneous ways in which the devil may be escaped or his power destroyed. England, Ireland, U.S.: Baughman.

F451.5.10.9. Ausgelohnt. When dwarfs are paid in full for their work they cease helping mortals.

G303.16.19.1. Man secure from devil on horse. Scotch: Campbell Superstitions of the Highlands and Islands of Scotland (Glasgow 1900) 293.

G303.16.19.2. Devil goes with one if one spits on old castaway brooms. Fb I 267b.

G303.16.19.3. One is freed if he can set a task the devil cannot perform.

Fb I 267a; **Wesselski Niederdeutsche Zeitschrift für Volkskunde X 1ff.; England: *Baughman; India: *Thompson-Balys.
 C12. Devil invoked: appears unexpectedly. H932. Tasks assigned to the devil.

G303.16.19.3.1. *Task for devil: sweeping and winnowing peas on ice.* Lithuanian: Balys Index No. 1177.

G303.16.19.3.2. *Task for devil: making needles.* Lithuanian: Balys Index No. *1188.

G303.16.19.3.3. *Task for devil: washing a Jew (Jewess), to rid him (her) of the evil smell.* (Cf. A1662.1.) Lithuanian: Balys Index No. *1187.

G303.16.19.4. Devil (Satan) flees when cock is made to crow. (Cf. G303.17.1.1.) U.S.: Baughman; Lithuanian: Balys Legends No. 811; French: Sébillot France IV 126; Chinese: Eberhard FFC CXX 218f. No. 168.

G303.16.19.4.1. *Man imitates cock crowing: devil is deceived.* Lithuanian: Balys Legends No. 343.

G303.16.19.5. *Demon has to serve girl whom he cannot persuade to break vow of chastity.* (Cf. D1714.) Scala Celi 154b 854.

G303.16.19.6. *Man protected from devil by holding three-year old child through night.* Wünsche Teufel 36f.

G303.16.19.7. *Devil comes out of man when monk recognizes devil's voice in man.* Scala Celi 25b No. 168; Alphabet No. 123.

G303.16.19.8. *Knight saved from devil by friends.* Scala Celi 135b No. 752.

G303.16.19.9. Devil becomes powerless when called by name. Wünsche Teufel 119; Lithuanian: Balys Legends Nos. 641, 647, 768, 779, 809. C430. Name tabu.

G303.16.19.10. Devil exorcised at time of Christ's Nativity. Irish myth: Cross.
 V211.1. The Nativity of Christ.

G303.16.19.11. Devil frustrated by charity. Irish myth: Cross.

G303.16.19.12. Devil can't approach Christian girl. Nouvelles de Sens No. 5.

G303.16.19.13. Devil cannot follow man over running water. (Cf. F383.2, G273.4.) England, Ireland: *Baughman.

G303.16.19.14. Devil escaped by injuring him with silver bullet. (Cf. D1384.5.) U.S.: Baughman.

G303.16.19.15. Devil cannot enter magic circle made to keep him out. (Cf. D1381.11.) Scotland, Wales: *Baughman.

G303.16.19.16. Devil can be driven away by sacrifice. Jewish: Neuman; India: Thompson-Bays.

G303.16.19.17. Devil disappears because he is frightened.
 K212. Devil cheated by being frightened.

G303.16.19.17.1. Devil frightened by a woman. India: *Thompson-Balys.

G303.16.19.18. *Catching the devil.* The devil is caught with the help of a

sacred article (rosary, scapular) or some other thing (band for binding breeches, a switch of the rowan-tree). Lithuanian: Balys Index No. 3345, Legends Nos. 665—668, 677.

G303.16.19.19. *Beating the devil.* One must give him an odd number of strokes. Devil asks for one stroke more. Lithuanian: Balys Legends Nos. 657f., 773, 795.

C742. Tabu: striking monster twice.

G303.16.19.20. *Devil is killed by hunter.* A slake of tar remains. Lithuanian: Balys Legends No. 796; Cheremis: Sebeok-Nyerges.

G303.17. *The devil's disappearance from the world.*

G303.17.1. *When the devil disappears.*

G303.17.1.1. *Devil disappears when cock crows.* (Cf. G303.16.19.4.) Scotch: Campbell Superstitions 294; U.S.: Baughman; German: Grimm No. 121, 195, Penzer I 77, IX 143; Lithuanian: Balys Index Nos. 3252, Legends Nos. 344ff., 353—357, 359f., 363, 493, 495, 593, 690, 696ff., 737f., 759, 761, 763, 772, 812, 822, 829, 856; Jewish: Neuman; India: Thompson-Balys.

E452. Ghost laid at cockcrow. E501.11.1.2. Wild hunt abroad till cockcrow. F383.4. Fairy must leave at cockcrow. F451.3.3.1. Dwarfs turn to stone at sunrise.

G303.17.1.2. *Devil rebels and disappears on last day.* Jewish: Neuman.

G303.17.1.3. *Devil disappears after erection of Tabernacle.* Jewish: Neuman.

G303.17.2. *Physical circumstances of devil's disappearance.*

G303.17.2.1. *Devil, detected, goes up chimney in smoke.* Scotch: Campbell Superstitions 292.

G303.17.2.2. *Devil disappears in a whirlpool.* Wünsche Teufel 31f.

G303.17.2.3. *Devil goes out through stove with great noise.* Finnish: FFC XXXIII 41 No. 45; Estonian: Arne FFC XXV 123 No. 45.

G303.17.2.4. *Devil and sinful priest disappear amid blaze of fire in the river.* England: Baughman.

G303.17.2.5. *Devil retreats into hell amid thunder and lightning.* Wünsche Teufel 32f.

G303.17.2.6. *Devil disappears in a puddle.* Wünsche Teufel 60.

G303.17.2.7. *Devil disappears amid terrible rattle.* Zs. f. Vksk. IV 294.

G303.17.2.8. *Devil disappears amid terrible stench.* (Cf. G303.4.8.1.) Wünsche Teufel 49f., 51f., 61f.

G303.17.2.9. *Devil disappears in carriage drawn by four black horses.* Wünsche Teufel 60.

G303.17.3. *Why the devil has disappeared from the world.*

G303.17.3.1. *The devil dies of a nosebleed resulting from overheat.* Wünsche Teufel 84f.

G303.17.3.2. *The devil dies when he is fastened in hell's door by his beard.* German: Henne-Am Rhyn (1874) 276f.



G303.17.3.3. *Wolf eats the devil; therefore, devil no longer lives in the world.* Dh I 153.

G303.17.3.4. *Devil has not been seen since he created the bramble.* Dh I 170.

G303.17.3.5. *Satan punished in hell fire.* Jewish: Neuman.

G303.18. *Devil enters body of another.* India: *Thompson-Balys.
E121.6.1. Resuscitation by demon's entering corpse. E725. Soul leaves one body and enters another. F1034. Person concealed in another's body.

G303.18.0.1. *When devil leaves dead sinner's body, only bones remain.* Irish myth: Cross.

G303.18.1. *Devil enters body of dead boy.* Scala Celi 67a No. 369; India: Thompson-Balys.

G303.18.2. *Devil in place of dead man in shroud (in dead man's skin).* Finnish: Aarne FFC XXXIII 42 No. 49**.

G303.18.3. *Devil blows skin off man who belongs to him and goes in the skin.* Fb I 267a; Lithuanian: Balys Index No. 3365, Legends Nos. 693 —697, 700.

G303.18.4. *Satan enters the Golden Calf.* Jewish: Neuman.

G303.19. *The devil takes the hindmost.* (Cf. F1038.2.) England: Baughman.
S241.2. Devil to have last one to leave "black school".

G303.19.1. *The last belongs to the devil.* BP III 14; Fb III 196b; Swiss: Jegerlehner Oberwallis 327 No. 37.

G303.19.2. *Farmer has devil aid in reaping contest, loses his shadow when devil attempts to take hindmost.* (Cf. K42.) Scotland: Baughman.

G303.20. *Ways in which the devil kills people.*
G303.16.2.3.5. Blessing reveals seemingly pure stream to be devil's trap which kills whoever drinks from it.

G303.20.1. *Devil kills man with fiery sword.* Scala Celi No. 662.

G303.20.2. *Devil destroys hunting party with terrible wind.* Scotch: Campbell Superstitions 301f.

G303.20.3. *Devil strikes man dead with iron bar.* Two men are fighting and devil thus kills one of them. Estonian: Aarne FFC XXV 122 No. 44.

G303.20.4. *Devil strikes man dead with disease.* Irish myth: Cross.

G303.20.5. *The devil unpeels a bold woman's skin.* Lithuanian: Balys Index No. 3257, Legends Nos. 378—387.
Q457.2. Devil flays impious person.

G303.20.6. *Devil as black dog kills people.* (Cf. G303.3.3.1.1.) England, Scotland: *Baughman.

G303.20.7. *Satan swallows victim.* Jewish: *Neuman.

G303.20.8. *Satan injures man.* Jewish: Neuman.

G303.20.9. *Satan slays the first born of the Egyptians.* Jewish: Neuman.

G303.21. *The devil's money.*

G303.21.1. *Devil's money becomes ashes.* Fb I 803f.; U.S.: Baughman; Lithuanian: Balys Legends Nos. 426, 428, 432f., 444, 447, 449—53, 577, 736.

F451.5.1.4. Dwarf's gold.

G303.21.2. *Devil's money becomes manure.* U.S.: Baughman.

G303.21.3. *The devil's money is hot.* U.S.: *Baughman.

G303.22. *The devil helps people.* Irish myth: Cross; West Indies: Flowers 451; Jewish: Neuman.

M212. Devil agrees to help man with robberies. M214. Devil to help gambler in exchange for one task yearly. M216. Devil bargains to help man become priest. M217. Devil bargains to help man win woman. N6.1. Luck in gambling from compact with devil. N810. Supernatural helpers.

G303.22.1. *Devil repays a kindness: returns coat lent him and brings the one who had shown him kindness back home when imprisoned.* German: Henne-Am Rhyn (1874) 278.

G303.22.2. *Magician recovers lost object with devil's help.* Finnish-Swedish: Wessman 11 No. 89.

G303.22.3. *Student is helped by devil when he can answer three questions in rhyme.* (Cf. H543.) Finnish-Swedish: Wessman 11 No. 92.

G303.22.4. *Devil helps man place cart wheel when it becomes unfastened.* Finnish-Swedish: Wessman 11 No. 93.

G303.22.5. *Devil exhibits benevolence to impious people (to people who make an alliance with him): gives them riches, helps them in need.* (Cf. M212.) U.S.: Baughman; Finnish-Swedish: Wessman 12 No. 96.

G303.22.6. *Devil helps person to steal.* When thief blesses himself he is forsaken by the devil. (Cf. K365.) Finnish-Swedish: Wessman 12 No. 98.

G303.22.7. *Devil helps ugly man win wife.* Wünsche Teufel 104f.

G303.22.8. *Devil helps journeyman win wager with master.* Wünsche Teufel 36.

G303.22.9. *Devil comes and works with man who continues to work after night.* French: Sébillot France I 160.

G303.22.10. *Devil serves knight faithfully.* Devil saves his life and that of his wife. Wesselski Märchen 242 No. 53.

G303.22.11. *Devil as advocate of falsely condemned men.* Carries off the judge. *Type 821; BP II 566.

G303.22.12. *Devil promises help to mistreated apprentice if youth will meet him by night in lonely spot.* Scotch: Campbell Superstitions 293.

G303.22.13. *Devil saves heretic from fire, until priest brings host.* Scala Celi 65a No. 355.

V23.1. Unshiven man restored to life in order to confess.

G303.22.14. *Devil as helper in battle.* Lithuanian: Balys Historical.

G303.23. *The devil and the ark.* Jewish: *Neuman.

A2031.2. Flies on the ark. Devil tells Noah that either flies enter or he does. C12.5.1. Noah's curse admits devil to ark. K485. The devil gets into the ark.

G303.23.1. Devil gets into the ark by hiding in shadow of Noah's wife. Dh I 268.

G303.24. The devil in church.
A2229.2. Dog lets devil into church to steal; rewarded with dogskin. H1421. Fear test: playing cards with devil in church.

G303.24.1. Devil accuses congregation of sins.
Q354.2. Devil in roof of church into which he thrusts voices of loud singers.

G303.24.1.1. Devil shows priest long parchment roll of sins of congregation. Scala Celi 44a No. 249; Crane Vitry 233 No. 239.

G303.24.1.2. Devil writes faults of man on goat skin. Swiss: Jegerlehner Oberwallis 306 No. 19.

G303.24.1.3. Devil writes down names of men on a hide in church. Woman laughs when she sees him. Finnish: FFC XXXIII 44 No. 59; Lithuanian: Balys Legends No. 427; Estonian: Aarne FFC XXV 126 No. 59; Spanish Exempla: Keller.

G303.24.1.4. Devil stands in church door and writes down names of his own people on a sheepskin. Fb I 266b.

G303.24.1.5. Devil in church fills his sack with dissolute songs. Scala Celi 25a No. 165; Alphabet No. 122.

G303.24.1.6. Devil writes down all idle words spoken in church. His parchment is not long enough and he has to stretch it. Crane Vitry 233 No. 239.

G303.24.1.7. Devil writes names of those who sleep in church. Fb I 266b; Finnish-Swedish: Wessman 11 No. 85.

G303.24.1.7.1. Devil disturbs people in the church. Lithuanian: Balys Legends Nos. 440, 447.

G303.24.1.7.2. Devil writes down names of those who look backwards in church. Cheremis: Sebeok-Nyerges.

G303.24.1.8. Devil writes down names of those who whisper in church. Cheremis: Sebeok-Nyerges.

G303.24.1.9. The devil has two books—one book small for sins of clerics, erased by confession; the other large for unconfessed sins of lay folks. Irish myth: *Cross (G303.24.1.11).

G303.24.2. Devils worship host. (Cf. G303.16.5.) Krappe Bulletin Hispanique XXXIX 49; Scala Celi 3a No. 5; Spanish Exempla: Keller.
v30. Host as sacrament.

G303.24.3. Devil vexing friars caused to repent by singing "Te sanctum dominum". Scala Celi 3a No. 5.

G303.24.4. Devil destroys church steeple. England: Baughman.

G303.24.5. Devil as dog chews up Bibles, hymnbooks, church accounts in church. Wales: Baughman.

G303.25. Miscellaneous devil motifs.

G303.25.1. Wolf is the devil's craftiest enemy. Dh I 152.

G303.25.2. Devils fear St. Isaac. Scala Celi 135b No. 592.

G303.25.3. Devil likes negligence in men more than anything else. Scala Cell No. 752.

G303.25.4. Devil cooks folk in kettle. Fb I 267a.

G303.25.5. Devil's chair in hell made from thrown-away nail parings. Olrik *Ragnarök* (tr. Ranisch) 73f., No. 1.
C726.1. Tabu: throwing away nail trimmings.

G303.25.5.1. From the parings of man's nails devils make little caps for themselves. Lithuanian: Balys Index No. 3305.

G303.25.6. Old woman gives chickens to devils. They do not accept them. She gives them to priests and they eat them. Scala Cell 161b No. 916.

G303.25.7. Man shoots the devil with a silver gun. Finnish: Aarne FFC XXXIII 42 No. 51**; Lithuanian: Balys Legends Nos. 594ff., 796.

G303.25.7.1. Devil shot with silver bullet. (Cf. D1385.4.) Lithuanian, Latvian, Livonian, Estonian, Ukrainian, Polish, Rumanian: *Balys Tautosakos Darbai VI 53—83.

G303.25.8. Devil follows corpse when a lawyer is buried. Fb I 267a.

G303.25.8.1. Devil follows corpse of a procurator. Fb I 267a.

G303.25.9. Ship with devil aboard sinks. Fb III 243b.

G303.25.10. Devil is blamed by monk for taking what does not belong to him. Devil denies accusation. Pauli (ed. Bolte) No. 366.

G303.25.11. Devil takes place of woman who went to spend night with a priest. Wesselski *Mönchslstein* 189 No. 147.

G303.25.12. A farmer who trades horses with the devil is cheated. Finnish-Swedish: Wessman 16 No. 149.

G303.25.13. Devil buys a woman's hair; the silver coin which he gives in payment is changed to a piece of wood and she dies. Finnish-Swedish: Wessman 16 No. 148.

G303.25.14. The food and drink of the devils.

G303.25.14.1. Hideous food and drink at the night-spirits' (devils') feast. Lithuanian: Balys Legends Nos. 428, 434, 436, 440, 444, 451, 463ff.
G303.25.17. The devils' dances and feasts.

G303.25.14.2. Devil roasts a toad. Lithuanian: Balys Legends No. 795.

G303.25.15. The devil's animals.
A63.4. Devil and God create animals. A1790. Animals created through opposition of devil and God. A2286.2. Animal characteristics result of contest between God and devil.

G303.25.15.1. Tailless fish as devil's hog. Lithuanian: Balys Legends No. 807.

G303.25.16. Possessions of the devil.

G303.25.16.1. Devil's pipe, gun or music. Man is blinded and gets such as gift or exchange from devil. Lithuanian: Balys Legends Nos. 559—563, 569, 575, 590, 815.
G303.9.9.10. Exchanging things with the devil.

G303.25.17. The devils' dances and feasts.

G303.25.17.1. Devil as gentleman invites a traveler to the feast (wedding). (Cf. G303.7.1.2.2.) Lithuanian: Balys Index No. 3276, Legends Nos. 441, 448, 454, 458ff., 466.

F470.2. Night-spirits dance.

G303.25.17.2. A musician engaged to play for the night-spirits (devils) dances. Lithuanian: Balys Index Nos. 3276f., Legends Nos. 425—438, 443f., 446f., 449—453, 460.

F263. Fairies feast.

G303.25.17.3. Devils arrange a wedding feast for a woman who hanged herself. Lithuanian: Balys Index No. 3277, 3278, Legends Nos. 443—448, 450—459, 461f., 466.

G303.25.18. Devil can touch man's body, not his soul. Jewish: Neuman.

G303.25.19. Parliament of devils. Irish myth: Cross.

G304. Troll as ogre. (For troll as underground spirit or mountain spirit see F455. For troll-woman see G200—G299, Witches.) **E. Hartmann Die Trollvorstellungen im den Sagen und Märchen der skandinavischen Völker (Stuttgart, 1936); Norse: MacCulloch Eddic 285.

F420.1.4.9. Water-giants. F531. Giant. F458. Trolls. Sometimes underground spirits, sometimes also thought of as mountainspirits. In many tales trolls are ogres. G100. Giant ogre. G290. Witch. G400. Person falls into ogre's power.

G304.1. Appearance of troll (ogre). (Cf. F455.2.)

G304.1.1. Troll in animal form.

G304.1.1.1. Troll as fox. Fb "ræv" III 113a.
D113.3. Transformation: man to fox.

G304.1.1.2. Troll as hare. Fb "hare" I 556.
D117.2. Transformation: man to hare.

G304.1.1.3. Troll as goose. Fb "gås" I 528b.
D164. Transformation: man to goose.

G304.1.1.4. Troll as crow. Fb "krage" II 285b.
D151.4. Transformation: man to crow.

G304.1.2. Troll in form of object.

G304.1.2.1. Troll in form of cloud. Fb "sky".

G304.1.2.2. Troll in form of key. Fb "nögle" II 723.

G304.1.3. Many-headed troll. Fb "hoved" I 654b, "trold" III 852b.
B15.1.2. Many-headed animal. B11.2.3. Many-headed dragon. F511.0.2. Person with more than one head. F531.1.2.2. Many-headed giant. G215.1. Seven-headed witch.

G304.2. Characteristics of trolls.

G304.2.1. Fire-producing troll.

G304.2.1.1. Troll lights fingers. Fb "lys" 483b.

G304.2.1.2. Troll stretches neck so long that fire comes from lips. Fb "hals" I 540.

G304.2.2. Troll's food.

G304.2.2.1. *Troll's food gives men strength.* Fb "mad" II 525a; *DF XLVI 66ff.
 D1335.1. Magic strength-giving food.

G304.2.3. *Special powers of troll.*

G304.2.3.1. *Locks spring open for troll.* Fb "lås" II 523a.
 D2121.12. Power to go through closed doors.

G304.2.4. *Antipathies of trolls.*

G304.2.4.1. *Trolls cannot endure churchbells.* Fb "kirkeklokke" II 130b;
 Icelandic: Arnason Legends of Iceland (London, 1864) I 120, 124,
 Boberg; Swedish: Grimm Deutsche Mythologie II 798 n. 1; Finnish-Swedish: Landitman Finlands Svenska Folkkäiktning VII 560.
 C713.1. Tabu: merman's wife not to stay till church benediction.
 D1766.7.1. Evil spirits conjured away in name of deity. E434.1. Hiding from ghosts under church bell. F382. Exorcising fairies. F420.5.3.5. Nix flees from benediction in church. F460.4.6. Failure to bless mountains gives mountain-men power. G285. Witches avoid religious ceremonies. G393.16.12. Ringing of church bell causes devil to lose his power. V125. Churchbells.

G304.2.4.2. *Trolls afraid of bears.* Danish: Kristensen Danske Sagn I (1892) 434—37.

G304.2.5. *Troll bursts when sun shines on him.* Or he may become stone.
 *Fb "sol" III 356a; Icelandic: Arnason Icelandic Legends (London, 1864) I 122, Boberg.
 C961.2. Transformation to stone for breaking tabu. F451.3.2.1. Dwarfs turn to stone at sunrise. See also other cross references there given.

G304.3. *Troll's possessions.*

G304.3.1. *Troll's castle.*
 F455.1. Home of trolls. F771.4.1. Castle inhabited by ogres. G11. Giant ogres possess castle.

G304.3.1.1. *Golden door to troll's castle.* Fb "guldport" I 514.
 F782.2. Door of precious stones.

G304.3.2. *Troll's animals.*

G304.3.2.1. *Troll has team of mice.* Fb "mus" II 631b.
 B292. Animal in service to man. B557. Unusual animal as riding-horse.
 G241.1. Witch rides unusual animal.

G304.3.2.2. *Troll drives two he-goats.* *Fb "gjedebuk" I 440.

G304.3.2.3. *Troll has bear in stable.* *Fb "bjørn" IV 43a.

G304.3.2.4. *Troll has hares in stable.* *Fb "hare" I 556b.

G305. *Earl king.* Child-stealing ogre. (Cf. F321.5.) Type 367*.

G306. *Rainbow as ogre.* Africa: Werner African 236.

G307. *Jinn.* India: Thompson-Balys.

G307.1. *Where jinn comes from.*

G307.1.1. *Jinn always appears out of strong wind.* India: Thompson-Balys.

G307.2. *Form of jinn.*

G307.2.1. *Jinn can take any human form he chooses.* India: Thompson-Balys.

G307.2.2. *Jinn unseen by anyone except person(s) he wishes should see him.* India: Thompson-Balys.

G307.3. *Jinn kills whoever tries to occupy house he has chosen to live in.* India: Thompson-Balys.

G307.4. *City infested by jinns deserted.* India: Thompson-Balys.

G308. *Sea monster.* Irish myth: *Cross; Icelandic: Boberg; Persian: Carnoy 325; Jewish: Neuman.

B17.2.1. Hostile sea-beasts. B66. Mythical fish. B91.5. Sea-serpent. B261.2.8. Sea-monster honors saint above all others. B375.1. Giant serpent. B877.1. Giant sea monster. F420. Water-spirits. F911.4. Jonah.

G308.1. *Fight with sea (lake) monster.* Irish myth: *Cross; Icelandic: Boberg.

A531. Culture hero (demigod) overcomes monsters. B11.11. Fight with dragon. B16.5.1.2. Devastating (man-eating) sea-monster (serpent). B17.2.1. Hostile sea-beasts. V229.4. Saint overcomes monsters (dragons).

G308.2. *Water-monster.* Irish myth: *Cross.

G308.3. *Herds of sea monsters on surface of sea.* Irish myth: Cross.

G308.4. *Lake made dangerous by haunting serpent (dragon, péist).* Irish myth: *Cross.

B11.3.1.1. Dragon lives in lake. B11.7.2. Dragon guards lake. B91.5.2. Lake-serpent (monster). C615.2. Hero not to swim in certain lake.

G308.5. *Shark-man ogre, eater of children swimming.* Hawaii: Beckwith Myth 191; Tuamotu: Stimson MS (z-G. 13/346).

G308.6. *Lake monster has power to attract victims.* Eskimo (Kodiak): Golder JAFL XXII 22.

F421. Lake monster.

G308.7. *Clam shell invites man down into sea so he can be eaten.* Eskimo (Greenland): Rasmussen III 97.

G308.8. *Monsters of the sea: two whales of human parentage.* Tuamotu: Stimson MS (T-G 3/912).

G308.9. *Demon-octopus.* Tuamotu: Beckwith Myth 289; Marquesas: Handy 76.

G310. *Ogres with characteristic methods.*

E261.1. Wandering skull. F471.1. The Nightmare (Alp). F471.2. Incubus. A demon who comes in sleep and has sexual intercourse with one. G100. Giant ogre. H1510. Tests of power to survive. Vain attempts to kill hero. R261.1. Pursuit by rolling head.

G311. *Old man of the sea.* Burr-woman. Ogre who jumps on one's back and sticks there magically. *Chauvin VII 23 No. 373E; Fb "ryg" III 103ab; *Basset 1001 Contes I 190; Estonian: Aarne FFC XXV 126 No. 58; Greek: Grote I 7; Eskimo (Central): Boas RBAE VI 626; N. A. Indian: *Thompson Tales 330 n. 191e; Africa (Luba): DeClerq Zs. f. Kolonalsprachen IV 226.

D271.2. Magic adhesion to monster (witch, ogre, etc.) E262. Ghost rides on man's back. E501.15.3. Wild huntsman makes people carry him on their backs. F472. Huckauf. A goblin which jumps on one's back. K800. Fatal deception.

G312. *Cannibal ogre.* India: *Thompson-Balys; Buddhist myth: Malalasekera I 109, 291, 1113, II 950; Mono-Alu: Wheeler 14, 21.

G10. Cannibalism. G262.0.1. Lamia: witch who eats children. G346. Devastating monster. Lays waste to the land. G512. Ogre killed.

G312.1. *Pisāca*. Drinks blood and eats human flesh. Eats corpses and makes living waste away. Hindu: Keith 98, 157.
 G30. *Ghouls*. Persons eat corpses. G262.1. Witch sucks blood.

G312.2. *Spirit-woman in rock devours men and cattle*. India: Thompson-Balys.

G312.3. *Flesh-eating spirits live in trees*. India: Thompson-Balys.
 F44.2. Tree-spirit. G303.15.4. Devils haunt tree. G637. Ogres live in trees.

G312.4. *Man-eating ogre fries his victims in kettle of oil*. India: Thompson-Balys.

G312.5. *Bhrat, fierce flesh-eating creatures made by Creator in fit of anger*. India: Thompson-Balys.
 A1210. Creation of man by creator.

G312.6. *Ogre eats only men's hearts*. India: Thompson-Balys.

G312.7. *Ogress devours horses*. India: Thompson-Balys.

G313. *Procrustes*. Monster makes men fit his bed. Tall men sawed off, short men stretched. Greek: Frazer Apollodorus II 131 n. 2, Fox 98; Jewish: Neuman.
 K800. Fatal deception. K1783. Shoemaker offers to trim princess's feet to fit the shoes. S180. Mutilations.

G314. *Pine bender*. Kills victims by springing tree. Greek: Frazer Apollodorus II 124 n. 1, Fox 98.
 H1522.1. Bent tree test. Bent tree is released so as to tear hero to pieces. K1112. Bending the tree. Hero bends tree over but when he catches breath the tree shoots him to the sky.

G315. *Cycnus*. Cuts off heads of strangers in order to build temple of heads. Greek: Frazer Apollodorus I 264 n. 1.

G316. *Giant robber with club*. Icelandic: *Boberg; Greek: Fox 98 (labors of Theseus).
 F381.4.4. Giant with club as large as wheelshaft of mill.

G317. *Wrestling ogre*. Greek: Fox 87, 99.

G321. *Cliff-ogre*. Kicks victims over cliff. Greek: Fox 99, Frazer Apollodorus II 129 n. 1; N. A. Indian: *Thompson Tales 322 n. 163.
 G122. Giant's hair grows into rock. He is thus kept from falling from cliff. K800. Fatal deception. S110. Murders.

G321.1. *Pusher-into-hole*. Africa: Werner African 214, (Hottentot): Bleek 78.
 H1525.1. Pit test. Hero thrown into pit. K735.1. Mats over holes as pitfall. K1601. Deceiver falls into his own trap (literally).

G321.2. *Ogress at a spot along the road takes toll of lives*. India: Thompson-Balys.

G322. *Piercer-of-souls: fishes men*. Jamaica: *Beckwith MAFLS XVII 250.
 K800. Fatal deception.

G322.1. *Giant fisherman*. Draws in ships with his line. Scotch: Campbell-McKay No. 17.

G323. *Brother-Dead*. Trapper of game; silent; pursues trickster. Jamaica: Beckwith MAFLS XVII 249 No. 27.

G327. *Swinging ogre.* Girls who swing their lovers over pit, cut rope, and later devour them. Montaignais: Speck JAFL XXXVIII 15.
 G262.0.1.1. Lamia devours her lover. K855. Fatal swinging game. K1618. Deceiver in swinging contest killed.

G328. *Rectum snakes.* Snakes which creep into living man and devour him. *Fb "snog" III 436b; N. A. Indian: *Thompson Tales 322 n. 161.

G328.1. *Serpent inside man's body eats all his food.* India: *Thompson-Balys.

G331. *Pot-tilter.* Ogre who tilts a pot so that victims are drawn into it. N. A. Indian: *Thompson Tales 321 n. 157.
 D1412.2. Magic pot draws person into it.

G332. *Sucking monster.* Giant (sometimes a giant hall or cave) sucks in victims. Irish myth: *Cross; Siberia: Holmberg Siberian 387; India: Thompson-Balys; N. A. Indian: *Thompson Tales 321 n. 158; (California): Gayton and Newman 72, cf. 95.
 F910. Extraordinary swallowings.

G332.1. *Ogre sucks victim's finger and drinks all his blood.* Cosquin Contes indiens 369 n. 1; Spanish: Espinosa Jr. No. 80.
 T611.1. Child nourished by sucking its own fingers.

G333. *Path between monsters.* Scylla and Charybdis. Greek: Fox 137, 264; N. A. Indian: *Thompson Tales 307 n. 113b.

G334. *Ogre keeps human prisoners.*
 G440. Ogre abducts person. RII. Abduction by monster (ogre).

G334.1. *Ogress has twenty captive princesses in cave.* India: Thompson-Balys.

G335. *Ogre decapitates captive princess before he leaves palace; resuscitates her on return.* India: *Thompson-Balys.
 E151. Repeated resuscitation. A person dies and is resuscitated repeatedly.

G336. *Ogre draws victims under water.*

G336.1. *Demon drags beneath the water any person whose shadow falls on surface of water.* India: Thompson-Balys.

G341. *Sharp-elbowed women.* Kill with their elbows. N. A. Indian: *Thompson Tales 327 n. 181.
 K800. Fatal deception. K1082. Ogres (large animals, sharp-elbowed women) duped into fighting each other. Trickster strikes one so that he thinks the other has done it.
 J342. The sharpened leg.

G341.1. *Ogre with sharpened leg.* S. A. Indian (Toba, Mataco, Shipaya, Warrau, Apinarje, Canella, Tukuna): Métraux MAFLS XL 74ff.

G342. *Demon with pointed head, red hair, and black face.* India: Thompson-Balys; Chinese: Graham.

G345. *Man with fire moccasins.* They set fire to surroundings. N. A. Indian: *Thompson Tales 322 n. 164.
 D1566.1.2. Magic fire-moccasins.

G345.1. *Ogress can make cold oven blaze by putting foot into it.* India: Thompson-Balys.

G346. *Devastating monster.* Lays waste to the land. *Types 301, 550;

Irish: *Cross, MacCulloch Celtic 126, 148f.; Welsh: MacCulloch Celtic 102; Finnish: Kalevala rune 46; French Canadian: Barbeau JAFL XXIX 12; Greek: Fox 56; India: *Thompson-Balys.

B16. Devastating animals. D163.2.2. Monster's blood makes tree and surroundings poisonous. E263. Adulteress returns from dead as devastating dragon. G350. Animal ogres. H1362. Quest for devastating animals. H1471. Watch for devastating monster. S262. Periodic sacrifices to a monster.

G346.0.1. *Devastating monster which comes out of a hole in evening.* India: Thompson-Balys.

G346.1. *Devastating monster mews like cat.* Africa (Hausa): Mischlich 164ff No. 22, Frobenius Atlantis IX 277ff., 287ff. Nos. 74, 75.

G346.2. *Devastating demon.* Kills and eats people. India: *Thompson-Balys.

G10. Cannibalism. G312. Cannibal ogre.

G346.3. *Amphibious monster.* Irish myth: Cross.

G346.3.1. *Amphibious tree-destroying monsters.* Irish myth: Cross.

G346.4. *Evil spirit drinks water supply dry.* India: Thompson-Balys. A1111. Impounded water.

G347. *Ogre: karumba kills hero by medicines.* India: Thompson-Balys.

G350. *Animal ogres.*

B15.7.2. Monster three-legged ass. B16. Devastating animals.

G351. *Domestic beast as ogre.*

G351.1. *Dog as ogre.* Irish myth: Cross; Tonga: Gifford 121, Beckwith Myth 342, 348.

G351.2. *Cat as ogre.* Sucks blood. Kittredge Arthur and Garlagon 259 n. 2; Japanese: Mitford 245ff.
FW1.2. Incubus.

G351.3. *Ferocious sow.* Greek: Fox 98.

G351.4. *Ogress in goat-form.* India: Thompson-Balys.

G351.5. *Ogress in form of donkey.* India: Thompson-Balys.

G352. *Wild beast as ogre.*

B16.2.2. Devastating tiger.

G352.1. *Wolf as ogre.* Icelandic: MacCulloch Eddic 279, Snorra Edda Gylf. XII.

G352.2. *Wild boar as ogre.* Cook Islands: Beckwith Myth 471.

G353. *Bird as ogre.* Tuamotu: Beckwith Myth 261, Stimson MS (z-G. 3/1229); Hawaii: Beckwith Myth 493.

G353.1. *Cannibal bird as ogre.* N. A. Indian (California): Gayton and Newman 78.

G353.2. *Eagle as ogre.* Fb "ørn" III 1183b; Icelandic: *Boberg.
B31.1. Roc. B31.2. The Bird Gam.

G353.3. *Duck as ogre.* Tonga: Gifford 104.

G354. *Reptile as ogre.*

G354.1. *Snake as ogre.* Cheremis: Sebeok-Nyerges; India: *Thompson-Balys.

G354.1.1. *Demon in the shape of serpent guards forest where treasure tree grows.* India: Thompson-Balys.
F311.1.1. Golden tree.

G354.2. *Crocodile as ogre.* Africa (Fang): Trilles 158.

G354.3. *Lizard as ogre.* Samoa: Beckwith Myth 128.

G360. *Ogres with monstrous features.* Irish myth: *Cross.
F311.2.1. Demon looks like a mountain. F1041.8.3. Madness from seeing ugly ogre. G100. Giant ogre. G476. Ugly ogre terrifies women who flee and are drowned.

G361. *Ogre monstrous as to head.* (Cf. G369.4.) Irish myth: Cross.
F511. Person unusual as to his head.

G361.1. *Many-headed ogre.* India: Thompson-Balys.
B11.2.3. Many-headed dragon. B15.1.2. Many-headed animal. G215.1. Seven-headed witch.

G361.1.1. *Two-headed ogre.* Irish myth: Cross; Jewish: Neuman; Africa (Fang): Einstein 149.

G361.1.1.1. *Monster with two horns, each having human head on it.* Africa (Shangani): Bourhill and Drake 43ff. No. 5.
B15.3. Animal unusual as to his horns.

G361.1.2. *Three-headed ogre.* Hindu: Keith 88; Africa (Fang): Einstein 149.

G361.1.3. *Six-headed ogre.* Luzon (Tinguian): Cole 104.

G361.1.4. *Seven-headed ogre.* Jewish: Neuman

G361.1.5. *Ten-headed ogre.* Philippine (Tinguian): Cole 75.

G361.2. *Great head as ogre.* Head detached from body pursues or flies about doing damage. N. A. Indian (Seneca): Curtin-Hewitt RBAE XXXII 262, 291; S. A. Indian (Cavifia, Tumupasa): Métraux BBAE CXLI(3) 448, (Araucanian): Alexander Lat. Am. 329.
E261.1. Wandering skull pursues man. R261.1. Pursuit by rolling head.

G361.3. *Headless ogre.* Penzer IX 88 n.
F511.0.1. Headless person.

G362. *Ogre monstrous as to nose.*
F514. Person unusual as to his nose.

G362.1. *Noseless ogre.* Eskimo: Alexander N. Am. 7.

G362.2. *Pug-nosed ogre.* Eskimo: Alexander N. Am. 7.

G363. *Ogre monstrous as to mouth.* Irish myth: Cross.
F331.1.4.1. Giant with upper lip reaching heaven, lower, earth,

G363.1. *Ogre with flaming mouth.* Irish myth: Cross.
G125. Fire-spewing giantess. H414. Flame issuing from mouth as sign of royalty.

G363.2. *Large tusks grown from ogre's mouth.* Chinese: Graham.

G363.3. *Diamond-toothed ogre.* India: Thompson-Balys.
F544.3. Remarkable teeth.

G365. *Ogre monstrous as to feet.*
 B15.6.3.3. Seven-legged beast. F517.1. Person unusual as to his feet.

G365.1. *Ogre with feet reversed.* Penzer IX 160; S. A. Indian (Araucanian): Alexander Lat. Am. 327.
 G365.4.5.6. Devil's knees are backward.

G365.2. *Ogress can extend leg or arm any distance.* India: Thompson-Balys.
 G365.1.1. Rakshasas have power of extending bodies eighty miles.

G366. *Ogre monstrous as to trunk.*

G366.1. *Ogres who have no belly.* S. A. Indian (Fuegian): Alexander Lat. Am. 340.

G367. *Ogre monstrous as to blood.*

G367.1. *Blood of five ogres colored yellow, red, white, green, black.* India: Thompson-Balys.

G369. *Monstrous ogres—miscellaneous.*
 F526.3. Gorgon.

G369.1. *Rakshasa.* Dog or ape-shaped; red hair and eyes; mouth reaching from ear to ear; ears pointed like spears; shape-changers; cannibals; three heads, five feet, four eyes, no fingers, bear-neck, horns. Attack women. Hindu: Keith 98, Penzer X 277 s.v. "Rakshasas"; India: "Thompson-Balys".
 D388.2. Magic object taken from ogre's house. F913. Victims rescued from swallower's belly. G262.3. Witch (rakshasa) devours everyone around her. G610.3. Stealing from ogre as task.

G369.1.1. *Rakshasas have power of extending bodies eighty miles.* India: Thompson-Balys.
 D1836. Magic waxing and waning of strength. F331.6.17.2. Giants large or small at will. F531.6.17.2. Giant inflates self and floats through air. G363.3.5. Devil becomes larger and larger. G365.2. Ogress can extend leg or arm any distance.

G369.1.2. *Rakshasa can be defeated by hero who has rakshasi blood in his veins.* India: Thompson-Balys.

G369.1.3. *Rakshasa eats many of the domestic animals each night.* India: Thompson-Balys.

G369.1.4. *Rakshasa eats horse, dog, and child.* Suspected Ranis ordered for execution. India: Thompson-Balys.

G369.1.5. *Man persecuted by a rakshasa in form of beautiful wench.* India: Thompson-Balys.
 G264. La Belle Dame Sans Merci.

G369.1.6. *Rakshasa hidden in deer's head swallows men.* India: Thompson-Balys.

G369.1.7. *Rakshasa's mistress with her head severed lying in a pool of blood.* India: Thompson-Balys.

G369.2. *Genie in form of smoke, taking shape with three wings, one on back.* Chauvin V 262 No. 154.

G369.3. *Ogre without a shadow.* Cowell Jātaka V 18.
 E421.2. Ghosts cast no shadow.

G369.4. *Ogre has head and tail of a cat.* (Cf. G361.) Irish myth: Cross.

G369.5. *Ogre (demon) with long arm (demon hand) which is thrust down chimney (through door, etc.)* Irish myth: *Cross.
G261.1. Witch steals child with hand through chimney.

G369.6. *One-breasted ogress*. India: Thompson-Balys.
F531.1.5. Breasts of giantess.

G369.7. *One-eyed demon*. India: Thompson-Balys.
F531.1.1.1. Giant with one eye in middle of forehead.

G370. Ogres—miscellaneous.

K1911.1.7. Ghost-ogress pushes bride into hole in tree and takes her place.

G371. *Stone giants*. (Stone coats.) N. A. Indian (Seneca): Curtin-Hewitt RBAE XXXII 178, 330, 344, 438, 682.

G371.1. *Ogre clothed in rock*. N. A. Indian (California): Gayton and Newman 79.

G372. "Rain" as ogre in bull form. Gaster Oldest Stories 47; Africa (Bushman): Bleek and Lloyd 193.

G375. *Wonderful birds guarded by monster*. India: Thompson-Balys.
B100. Treasure animals.

G376. *Ogre in shape of small boy*. India: Thompson-Balys.

G377. *Tupilac*. Monster made of parts of corpses of animals and vivified. Eskimo (Greenland): Rink 151f., 201, 461, Holm 59, 69, Rasmussen III 290f., 295.

G400—G499. Falling into ogre's power.

G400. Person falls into ogre's power. *Types 311, 312.
F430.1.4.9. Water-giants. F331. Giant. G100. Giant ogre. G200. Witch. G304. Troll as ogre. M211. Man sells soul to the devil. S211. Child sold to devil (ogre).

G401. *Children wander into ogre's house*. *Types 327, 327**; Swiss: Jegerlehner Oberwallis 326 No. 1; Spanish: Boggs FFC XC 48 No. 327E*, Espinosa Jr. No. 81; West Indies: Flowers 453.

G401.1. *Mistake of elder leads two brothers to the home of ogre*. Alu: Wheeler 50.

G402. *Pursuit of animal leads to ogre's house*. India: *Thompson-Balys.

G402.1. *Pursuit of bird leads to ogre's house*. Type 313; Africa (Kaffir): Theal 108.
N774. Adventures from pursuing enchanted animal.

G402.2. *Pursuit of mongoose leads to witch's house*. India: Thompson-Balys.

G403. *Ogre in animal form lures victim into captivity*. Hdwb. d. Märchens I 542b nn. 23—27; India: Thompson-Balys.

G405. *Man on hunt falls into ogre's (witch's) power*. Type 303; Irish myth: Cross; Icelandic: *Boberg; Spanish Exempla: Keller; India: Thompson-Balys.
N771. King (prince) lost on hunt has adventures.

G406. *Lost (marooned) person falls into ogre's power*. Irish myth: *Cross.

G410. Person betrayed into ogre's power. India: Thompson-Balys; N. A. Indian (Seneca): Curtin-Hewitt RBAE XXXII 76 No. 1.
 K700. Capture by deception. K1938. Monster disguises and wins girl.

G411. Person aids ogre and is captured. Africa (Zulu): Callaway 75, (Basuto): Jacottet 236 No. 34.
 C745.1. Tabu: heeding pleas of old woman for food and warmth. (Old woman is transformed demon.) G269.1. Witch begs man to scratch her back: kills him. G269.2. Witch asks for snuff so that she may seize man. He offers it to her on point of spear and escapes. G302.1. Demon in form of old woman.

G412. Children lured into ogre's house. Mono-Alu-Fauru: Wheeler 44f.; Eskimo (West Hudson Bay): Boas BAM XV 189, 311.

G412.1. *Ogre's gingerbread house* lures child. *Type 327.
 F771.1.10. Gingerbread house.

G413. Ogre disguises voice to lure victim. Africa (Basuto): Jacottet 64 No. 10; West Indies: Flowers 453.
 K1632. Disguise by changing voice.

G414. Ogress invites boys to live in her house. India: Thompson-Balys.

G420. Capture by ogre.
 K700. Capture by deception.

G421. Ogre traps victim. Africa (Zulu): Callaway 6, (Basuto): Jacottet 258 No. 38.

G422. Ogre imprisons victim. *Type 327; Oceanic (New Zealand, Mangaia, Rotuma): Dixon 62.

G422.1. Ogre imprisons victim in drum. Africa (Basuto): Jacottet 62 No. 10, (Kaffir): Kidd 233 No. 4, (Yoruba): Ellis 261 No. 1.

G423. Ball falling into water puts person into ogre's (witch's, water spirit's) power. *Type 440; BP I 226.
 C41.2. Tabu: letting ball fall into water.

G424. Bridal party will not pass over bridge for fear of water-demon. Fb "bro" IV 62a.
 C41. Tabu: offending water-spirit. F420. Water-spirits.

G426. Ogre draws girl over waterfall. Eskimo (Kodiak): Golder JAFL XVI 26.

G440. Ogre abducts person.
 F531.5.7.1.2. Giantess daughter of giant and abducted maiden (therefore helps hero). G261. Witch steals children. G334. Ogre keeps human prisoners. K700. Capture by deception. R10. Abduction. R11. Abduction by monster (ogre).

G441. Ogre carries victim in bag (basket). *Type 327; Norwegian: Christiansen 43f. No. 327**; India: Thompson-Balys; Eskimo (Greenland): Rasmussen II 85; N. A. Indian: *Thompson Tales 351 n. 268a, (California): Gayton and Newman 96; Africa (Basuto): Jacottet 66 No. 10, (Kaffir): Theal 120, 134, (Zulu): Callaway 75.
 K526. Captor's bag filled with animals or objects while captives escape. K1942. Impostors tricked into carrying hero in box. Woman makes them think they will have her as reward.

G442. Child-stealing demon. Irish myth: Cross.

G442.1. Ogre abducts new-born babe, keeping it captive for seven years. Irish myth: Cross.

G442.2. Child watched throughout night as protection against child-stealing demon. Irish myth: Cross.

G450. Falling into ogre's power—miscellaneous.
 Z211. Dreadnaughts seeks dangers they have been warned against.

G451. Following witch's fire into her power. *Type 303.
 K1886.1.1. Following luminous tree in the desert.

G452. Youth takes service with ogre. Scottish: Campbell-McKay No. 25.

G455. Falling into ogre's power through fascination with his daughter. (Cf. G530.2.) Tuamotu: Stimson MS (z-G. 13/152).

G461. Youth promised to ogre visits ogre's home. *Types 313, 314, 313***;
 Missouri French: Carrière; India: *Thompson-Balys.
 S211. Child sold (promised) to devil (ogre).

G461.1. Boy in ogre's house sees many human heads placed in rows:
 heads smile and weep. India: Thompson-Balys.
 E783. Vital head. Retains life after being cut off.

G462. Person as servant in ogre's house. Types 314, 428; India: *Thompson-Balys.
 G204. Girl in service of witch.

G462.1. Hero as giant's (ogre's) goatherd. Icelandic: *Boberg.

G463. Ogre guesses correctly and gets princess. Italian: Basile Pentamerone I No. 5.
 H511. Princess offered to correct guesser.

G464. Ogre tyrannizes over fairyland. Irish myth: *Cross.
 F210. Fairyland.

G465. Ogre sets impossible tasks. *Type 313; Chinese: Graham; Africa (Benga): Nassau 215 No. 33.
 H920. Assigners of tasks.

G466. Lousing as task set by ogre. *Type 480, Roberts 167f.; Greek: Frazer Pausanias V 269f.; Africa: Werner African 205.
 D583. Transformation by lousing. D1962.2. Magic sleep by lousing. G239. Witch's horns discovered by lousing her. K611.1. Escape by pretended lousing. K874. Deception by pretended lousing.

G475. Ogre attacks intruders.

G475.1. Ogre attacks intruders in house in woods. *Type 301; India: *Thompson-Balys; Chinese: Graham; Japanese: Ikeda; Philippine: Fansler MAFLS XII 34, 433; Borneo: *Dixon 188 n. 6.

G475.2. Ogre attacks intruders on bridge. *Type 301.

G476. Ugly ogre terrifies women who flee and are drowned. Irish myth: *Cross.
 G380. Ogres with monstrous features.

G477. Ogre kills men and rapes women. Icelandic: *Boberg; India: Thompson-Balys.

G478. Ogre kills noisy children. Eskimo (Greenland): Rink 47; Koryak: Jochelson JE VI 191.

G500—G599. Ogre defeated.

G500. Ogre defeated. Icelandic: *Boberg; Jewish: *Neuman; India: *Thompson-Balys; Chinese: Graham; Eskimo (Mackenzie Area): Jeness 86; N. A. Indian (Zufñi): Benedict 341.

C821. Tabu: finding age of monster. D1385.8. Saint's bachelors keeps off monsters. F831.8.12. Disappearance or death of giants. G83. Cannibal sharpens knife to kill captive. G270. Witch overcome or avoided. K678. Cutting rope to kill ogre who is climbing the rope to reach his victim. K711.3. Ogre frightened into rolling self in mat: burned. K892.2. Man transforms self to gaudily to enter giant's stomach and kill him. L311.1. Rescue of princess from ogre.

G501. Stupid ogre. *Types 311, 312, 327, 328, 330, 1000—1199; **Wünsche Teufel; Gaster Thespis 328; **Hackman Die Polyphemhsage; Icelandic: MacCulloch Eddic 277, Boberg; Breton: Sébillot Incidents s.v. "diable"; Italian: Basile Pentamerone II No. 3; India: *Thompson-Balys, Penzer III 33 N. 3, 34 n.; Chinese: Werner 211; Filipino: Fansler MAFLS XII 51, 376; German New Guinea: Dixon 133ff.; N. A. Indian: Thompson Tales 351f. nn. 268, 268a, 270a, 270b, 271, 271b, (Kaska); Teit JAFL XXX 445, (California): Gayton and Newman 69. For incidents connected with the stupid ogre see G500—G599, besides the many cases of deception scattered throughout chapter K.

F831.1.3. Blind giant. G82.1. Captive sticks out bone instead of finger when cannibal tries to test his fatness. G121. Bluff giant ogre G303. The devil. G511. Ogre blinded. G612. The one eye of the three giants stolen. J2181.4.1. Looking through the gun barrel. J2300. Guillible fools. K11.6. Race won by deception: rabbit as "little son" substitutes. K12.2. Wrestling match won by deception: bear as "grandfather". K15.1. Climbing match won by deception: squirrel as "child". K31.1. Contest: shooting an unheard-of bird. K41. Flowing contest. K42.2. Mowing contest won by trickery. K47.1. Sewing contest won by deception. K51. Contest in pushing hole in tree. K52. Contest in squeezing water from a stone. K63. Contest in biting a stone. K71. Deceptive contest in carrying a tree: riding. K72. Deceptive contest in carrying a horse. K73. Deceptive contest in squeezing hands. K74. Deceptive contest in pulling fingers. K170.1. Deceptive partnership between man and ogre. K175. Deceptive bargain: three wishes. K183. Deceptive bargain: the ogre and the copper coins. K619. Cannibals advised to be absent while hero is being cooked; else he will not taste right. He escapes. K161.5. Ogre's own moccasins burned.

G510. Ogre killed, maimed, or captured. India: Thompson-Balys.

C742. Tabu: striking monster twice. Though the monster begs that hero strike him again, hero refuses. Monster would otherwise revive. K985. Cannibals enticed to climb slippery barricade; fall. K952.2. Man transforms self to gaudily to enter giant's stomach and kill him. L311. Weak (small) hero overcomes large fighter.

G510.1. Defeated giant gives his daughter to victor. (Cf. G512.0.3.) India: Thompson-Balys.

G530.2. Help from ogre's daughter (or son).

G510.2. Secrets forced from overpowered monster. (Cf. G515.) India: Thompson-Balys.

G510.3. Defeated giant becomes friend and helper of victor. India: Thompson-Balys.

G510.4. Hero overcomes devastating animal. Icelandic: Þidriks saga II 125ff., 135—38; India: Thompson-Balys.
B11.11. Fight with dragon. H1471. Watch for devastating monster.

G510.5. Ogress with knife tail defeated by hunter. Eskimo (Greenland): Rasmussen II 160, III 151, Rink 180.

G511. *Ogre blinded.* **Hackman die Polyphem sage; Gaster Thespis 334; Icelandic: *Boberg.

F531.1.1.3. Blind giant. G121. Blind giant ogre. G501. Stupid ogre. G612. The one eye of the three giants stolen. K101. Eye-remedy. Dupe blinded. Q451.7. Blinding as punishment. S165. Mutilation: putting out eyes.

G511.1. *One-eyed giant (ogre) blinded (and killed) by arrow.* Irish myth: Cross.

G512. *Ogre killed.* *Type 328; Irish myth: *Cross; Icelandic: *Boberg; Lappish: Qvigstad FFC LX 59 No. 140; India: *Thompson-Balys; Tuamoto: Stimson MS (z-G. 13/249); Eskimo (Greenland): Rink 107, 138; West Indies: Flowers 454.

B11.11. Fight with dragon G312. Cannibal ogre. K224.1. Sham doctor kills ogre (giant).

G512.0.1. *Hero kills trouble-making evil strong men.* India: Thompson-Balys.

G512.0.2. *Ogre's daughter killed together with her father.* Icelandic: Hálfdanar saga XVII 1, XVIII 7, Boberg.

G512.0.3. *Hero killing an ogress gains her adopted daughter for his wife.* (Cf. G510.1.) India: Thompson-Balys.

G500.2. Ogre's daughter as helper.

G512.1. *Ogre killed with knife (sword).* Type 327***; India: *Thompson-Balys; Chinese: Graham.

G512.1.1. *Giant killed with magic knife.* Breton: Sébillot Incidents s.v. "géant".

G512.1.2. *Ogre decapitated.* India: Thompson-Balys.

G512.1.2.1. *Ogre's head and hands cut off and hung above city gate.* India: Thompson-Balys.

H901.1. Heads placed on stakes for failure in performance of task. Q421.1. Heads on stakes. Punishment by beheading and placing heads on stakes.

G512.2. *Ogre stoned to death.* English: Wells 117 (Sir Torrent of Portyn-gale).

G512.3. *Ogre burned to death.* Spanish: Espinosa Jr. No. 81; India: Thompson-Balys; Hawaii: Beckwith Myth 141, 195, 445; N. A. Indian: *Thompson Tales 353 n. 274, (California): Gayton and Newman 70; Africa (Fang): Trilles 253, (Duala): Lederbogen Fables 57.

K955. Murder by burning. S112. Burning to death.

G512.3.1. *Ogre killed by throwing hot stones (metal) into his throat.* Oceanic (New Zealand, Tahiti, Hawaii, Melanesia, Indonesia, New Guinea, Polynesia): Dixon 61, 63, 69, 86, 133 n. 6; Maori: Beckwith Myth 196; Tahiti: ibid. 197 n. 21 and ch. 13 passim; N. A. Indian: *Thompson Tales 324 n. 167, 353 n. 274, (California): Gayton and Newman 70; Africa (Congo): Weeks 203 No. 1, (Fang): Tessman 150, (Boloki): Weeks Congo 203.

K721.1. Dupe persuaded to close eyes and open mouth; then hot stones are thrown down throat. K951. Murder by choking. K951.1.1. Killing tiger by throwing hot hatchet into mouth. K955.1.1. Murder by hot iron in mouth.

G512.3.2. *Ogre burned in his own oven.* *Type 327; *Cosquin RTP XXV 1, 65, 126 (= Etudes 349ff.); Saintyves Perrault 277ff.; Missouri French: Carrière; Am. Negro (Georgia): Harris Nights 314 No. 54;

India: Thompson-Balys; Filipino: Fansler MAFLS XII 442; Africa (Zanzibar): Bateman 190 No. 9; Jamaica: *Beckwith MAFLS XVII 271 No. 83.

G526. Ogre deceived by feigned ignorance of hero. Hero must be shown how to get into oven (or the like). K812. Victim burned in his own house (or hiding place). K1611. Substituted caps cause ogre to kill his own children.

G512.3.2.1. *Ogre's wife (daughter) burned in his own oven.* *Types 327, 327*; **Cosquin Études 349ff. (= RTP XXV 1ff.); Irish: MacCulloch Celtic 172; Finnish-Swedish: Hackman FFC VI No. *327C; Lithuanian: Balys Index Nos. *327C, 327D; Italian: Basile Pentamerone V No. 4; India: *Thompson-Balys; Africa (Angola): Chatelain 113 No. 8; Jamaica: Beckwith MAFLS XVII 280 No. 98.

H79.1. Troll's daughter after being cooked in kettle recognised by golden fingernail. K27. Escape by substituting another person in place of the intended victim. K940. Deception into killing own children or animals. K1611. Substituted caps cause ogre to kill his own children.

G512.3.3. *Grass as fuel for burning ogre.* N. A. Indian (California): Gayton and Newman 79.

G512.3.4. *Jinn falls into cauldron of boiling oil, thinking it is food.* India: Thompson-Balys.

G512.4. *Ogre persuaded to go into hole: buried alive.* Italian: Basile Pentamerone IV No. 8.

G512.5. *Ogre killed by burning external soul.*

G512.5.1. *Ogre killed by burning feather containing his life.* India: Thompson-Balys.

ET15.1.3.1. Ogre's life in parrot's feather in man's pocket.

G512.6. *Giant killed by cutting his foot (feet) off.* Icelandic: *Boberg. S162. Mutilation: cutting off legs (feet).

G512.6.1. *Giant's (ogre's) arm pulled (cut) off by defender of castle (house).* Irish myth: Cross.

G512.7. *Backbone of ogre's old mother broken.* Icelandic: *Boberg. G530.3. Help from ogre's mother. S116.1. Murder by grinding in mill.

G512.8. *Ogre killed by striking.*

G512.8.1. *Ogre killed by striking with club.* India: Thompson-Balys. G530.2. Ogre's daughter as helper.

G512.8.2. *Ogre killed by striking with stones.* India: Thompson-Balys.

G512.8.3. *Boy sends magic spear against six-headed ogre and slays him.* (Cf. B11.11.) Philippine (Tinguian): Cole 104.

G512.8.4. *Ogre whipped to death.* Eskimo (Greenland): Holm 14.

G512.9. *Animal kills ogre.* (Cf. B524.)

G512.9.1. *Ogre killed by helpful dogs.* Africa: Biblioteca Africana IV 60.

G512.9.2. *Ogre torn to pieces by birds.* Africa (Wachaga): Gutman 95.

G512.10. *Ogre killed by lightning.* Africa (Fang): Trilles 164.

G512.11. *Ogre drowned.* French Canadian: Sister Marie Ursule (G519.4); Tuamotu: Stimson MS (z-G. 3/110, z-G. 13/249); Hawaii: Beckwith 174.

G513. *Ogre killed and resuscitated so as to be of help to hero.* India: Thompson-Balys.
 Et. Resuscitation.

G513.1. *Grateful ogre resuscitates his benefactor.* India: Thompson-Balys.
 N812. Giant or ogre as helper.

G514. *Ogre captured.* Irish myth: Cross; India: Thompson-Balys.
 K700. Capture by deception.

- G514.0.1. *Demon must bring treasure to those who have released him.*
 India: Thompson-Balys.
 G672. Hero in service of wild man.

G514.1. *Ogre trapped in box (cage).* *Type 328; Köhler-Bolte I 306;
 Missouri French: Carrière; Breton: Sébillot Incidents s.v. "boite";
 Indonesia: DeVries's list No. 244; Japanese: Ikeda; N. A. Indian:
 Thompson CColl II 359ff.
 K714. Deception into entering box (or prison).

G514.2. *Ogre imprisoned in his own house.* Type 1167*.
 K812. Victim burned in his own house (or hiding place).

G514.2.1. *Ogre imprisoned in cave.* India: Thompson-Balys.

G514.3. *Ogre caught in noose and killed.* New Zealand: Dixon 61, Beckwith 286; Hawaii: Beckwith 174.

G514.4. *Ogre captured while transformed to animal.* Missouri French:
 Carrière; Chinese: Werner 359.

G514.5. *Ogre tied to rock.* Tuamotu: Beckwith Myth 268.

G514.5.1. *Hero pegs ogress to boulder.* India: Thompson-Balys.

G514.6. *Ogresses caught in flood of lava.* Hawaii: Beckwith Myth 174.

G514.7. *Ogre captured with decoy smeared with tar.* He is then killed
 and thrown into water. Africa (Duala): Lederbogen Fables 60, 74.
 K741. Capture by tarbaby.

G514.8. *Ogre captured by animal.*

G514.8.1. *Ogre captured by tortoise.* Africa (Fang): Tessman 16.

G515. *Holy men keep devils under control.* India: Thompson-Balys.

G519. *Ogre killed through other tricks.*
 K824.1. Sham doctor kills ogre (giant). K1062. Ogres (large animals,
 sharp-elbowed women) duped into fighting each other.

G519.1. *Ogre's wife killed through other tricks.* Type 1122.

G519.1.1. *Faithful hound kills ogre's wife.* Irish myth: Cross.

G519.1.2. *Man pretends to cut toenails of cannibal woman: kills her.*
 Eskimo (West Hudson Bay): Boas BAM XV 190.

G519.1.3. *Ogress lured in bridal bed and killed.* Icelandic: Boberg.
 T58. Wooing the strong and beautiful bride.

G519.1.4. *Ogress tricked into falling into boiling spring.* Maori: Beckwith Myth 196.

G519.2. *Ogre killed with his own iron bar.* Icelandic: *Boberg.
K81.2. Giantess killed with the sword that she had given hero.

G519.3. *Cliff ogre thrown as food to his children.* N. A. Indian (Zuñi): Benedict 335.

G519.4. *Ogre killed by blades falling in his food.* India: Thompson-Balys.
K951.2. Murder by feeding with bread full of pins.

G519.5. *Giant ogre tricked into running round a tree the branches of which catch the strokes of his iron bar, until he falls down dead.* Icelandic: Boberg.

G520. *Ogre deceived into self-injury.* *Type 328; N. A. Indian: Thompson CColl II 359.
J2401. Fatal imitation. K722. Giant tricked into becoming mouse. Cat eats him up. K890. Dupe tricked into killing himself. K1000. Deception into self-injury. Q342. Inquisitiveness punished.

G521. *Ogre made drunk and overcome.* *BP III 106; Greek: Frazer Apollodorus I 32f.; Gaster Thespis 328; Japanese: Anesaki 306; Africa (Yoruba): Ellis 258 No. 1.
K870. Fatal deception by narcotic (intoxication). M400. Curses.

G522. *Ogre persuaded to drink pond dry bursts.* *Type 327; BP I 115; India: Thompson-Balys.
K82. Deceptive drinking contest. K890. Dupe tricked into killing himself.

G522.1. *Ogre drinks till he bursts—turns into fog.* Eskimo (Greenland): Rasmussen III 104; Koryak: Jochelson JE VI 141.

G523. *Ogre kills self when he sees crumbs lying on his belly.* Indonesia: DeVries's list No. 243.

G524. *Ogre deceived into stabbing himself.* He imitates the hero who has stabbed a bag of blood. Fb "mave" II 565; S. A. Indian (Amazon): Alexander Lat. Am. 300; Missouri French: Carrière.
J2400. Foolish imitation. J2411.1. Imitation of magic rejuvenation unsuccessful. K81.1. Deceptive eating contest: hole in bag. The hero slips his food into a bag and makes the ogre believe that he is the greater eater. K113. Pseudo-magic resuscitating object sold. Dupe kills his wife (mother) and is unable to resuscitate her. K522.1. Escape by shamming death: blood and brains. K890. Dupe tricked into killing himself. K1075. Deception by sham blood.

G524.1. *Ogre deceived into hanging himself.* Chinese: Graham; Africa (Masai): Fuchs Sagen, Mythen, und Sitten der Masai (Jena, 1910) 21ff. No. 4.

G525. *Sea people give the ogre brandy (tar).* Finnish: Aarne FFC XXXIII 44 No. 62**; Lappish: Qvigstad FFC LX 47 No. 68.

G525.1. *Witch wishes to have as pretty teeth as man: drinks boiling oil.* India: Thompson-Balys.
K1013. False beauty doctor. Trickster pretends to make dupe beautiful. Injures him.

G526. *Ogre deceived by feigned ignorance of hero.* Hero must be shown how to get into oven (or the like). Ogre shows him and permits himself to be burnt. *Type 327; *Cosquin RTP XXV 1, 65, 126; Penzer I 157 n. 2, VII 123, 263; Saintyves Perrault 276; India: *Thompson-Balys; Indonesian: DeVries's list No. 244; Africa (Benga): Nassau 121ff. No. 12, (Zanzibar): Bateman 187 No. 9.
G512.3.2. Ogre burned in his own oven. J1284.1. Show me how it is done. K500. Escape from death or danger by deception. K550.

Escape by false plea. K715. Deception into allowing oneself to be hanged ("Show me how!") K1611. Substituted caps cause ogre to kill his own children.

G527. *Giant killed by his own bucket of death water; captive princess tells him to wash.* India: Thompson-Balys.

G528. *Stupid ogre duped into cutting off his own buttocks.* India: Thompson-Balys.

G530. Ogre's relative aids hero.

H1233.4.2. Quest accomplished with aid of giantess. K640. Escape by help of confederate. K2210. Treacherous relatives. N812. Giant or ogre as helper. R162. Rescue by captor's daughter (wife, mother).

G530.1. *Help from ogre's wife (mistress).* *Types 302, 461; *Aarne FFC XXIII 160; Irish myth: *Cross; Icelandic: *Boberg; Breton: Sébillot Incidents s.v. "ogresse"; India: *Thompson-Balys; N. A. Indian: *Thompson Tales 325 n. 171.

G530.1.1. *Giant overcome and slain when his wife binds his hair to posts.* Irish myth: *Cross.

K713.1.7. Faithless wife ties sleeping husband's hair to bed, allowing lover to kill him. K2213.3. Faithless wife plots with paramour against husband's life.

G530.2. *Help from ogre's daughter (or son).* (Cf. G455.) *Type 975**; *Aarne FFC XXIII 160f.; Irish myth: *Cross; Icelandic: MacCulloch Eddic 54, *Boberg; Italian: Basile Pentamerone III No. 9, V No. 4; Greek: Frazer Apollodorus I 109 n. 4; India: *Thompson-Balys; Mono-Alu: Wheeler 8f., 31, 44ff., 48; N. A. Indian: *Thompson Tales 325 n. 171; S. A. Indian (Ceucici): Alexander Lat. Am. 303; Africa (Zulu): Callaway 49, (Ekoti): Talbot 7.

G510.1. Defeated giant gives his daughter to victor. G512.9.3. Hero killing an ogress gains her adopted daughter for his wife. G512.8.1. Ogre killed by striking with club. H305. Task: winning ogre's daughter for bride. H335.0.1. Bride helps suitor perform his tasks. H978. Help in performing tasks. K781. Castle captured with assistance of owner's daughter. She loves the attacker. N812.4. Giantess helps the man she loves. N831. Girl as helper. R162. Rescue by captor's daughter (wife, mother). T911. Giant's daughter loves hero. T116. Man marries ogre's daughter.

G530.3. *Help from ogre's mother.* *Aarne FFC XXIII 158; Icelandic: MacCulloch Eddic 86; India: *Thompson-Balys; Jamaica: *Beckwith MAFLS XVII 274 No. 86.

G512.7. Backbone of ogre's old mother broken.

G530.4. *Help from ogre's grandmother.* *Type 812; India: Thompson-Balys.

G530.5. *Help from old woman in ogre's house.* India: Thompson-Balys.

G530.6. *Ogre's maidservant as helper.* Chinese: Graham.

G532. *Hero hidden and ogre deceived by his wife (daughter) when he says that he smells human blood.* *Type 327, 425, 461, 480; *Aarne FFC XXIII 161; Tegethoff 44; *BP I 289; *Fb "fugl" I 380; *Saintyves Perrault 303ff.; Roberts 219. — India: *Thompson-Balys; Chinese: Graham; Eskimo (Kodiak): Golder JAFL XXII 16, (West Hudson Bay): Boas BAM XV 203, (Greenland): Rink 218; Africa (Zanzibar): Bateman 133, (Basuto): Jacottet 206 No. 30, (Gold Coast): Barker and Sinclair 124 No. 22.

G64. Fee-fi-fa-fum.

G534. *Ogre tells wife how people may evade his power.* Chinese: Graham.

G535. *Captive woman in ogre's house helps hero.* Icelandic: *Boberg; India: *Thompson-Balys.
 N831. Girl as helper. R11.1. Princess (maiden) abducted by monster (ogre).

G537. *Ogre defeated with divine help.*

G537.1. *Ogre defeated with help of goddess.* India: Thompson-Balys.

G550. *Rescue from ogre.* *Types 311, 312, 313, 314, 590; Icelandic: *Boberg; Breton: Sébillot Incidents s.v. "Barbe-bleu"; Missouri French: Carrière; Swiss: Jegerlehner Oberwallis 304 No. 30; Indonesia: Dixon 227; Africa (Kaffir): Theal 83; North Africa: *Saintyves Perrault 267; Jamaica: *Beckwith MAFLS XVII 271 No. 83, 273 No. 86.
 H335.4.4. Suitor task: to kill (defeat) unwelcome suitor. K602. "Noman". Escape by assuming an equivocal name. K603. Escape under ram's belly. R11.1.8. Princess rescued from undesired suitor. R111.1.1. Rescue of princess from ogre.

G551. *Rescue from ogre by relative.*

G551.1. *Rescue of sister from ogre by brother.* *Type 312; Krappe Revue Celtique XLVIII (1931) 98ff., Rheinisches Museum f. Philologie N. F. LXXX 114ff. — Lithuanian: Balys Index No. *454; Eskimo (W. Hudson Bay): Boas BAM XV 195; Jamaica: *Beckwith MAFLS XVII 274 No. 86; Africa (Zulu): Callaway 146, (Kaffir): Theal 134, (Hottentot): Bleek 62 No. 27.
 R156. Brother rescues sister(s).

G551.2. *Rescue of sister from ogre by another sister.* *Type 311; Africa (Angola): Chatelain 103 No. 7.
 R157. Sisters rescue sisters.

G551.3. *Rescue of children from ogre by brother.* *Type 327*; Africa (Kaffir): Kidd 233 No. 4; Jamaica: Beckwith XVII 271 No. 83.

G551.3.1. *Rescue of children from giant (ogre) by hero (skillful companions).* Irish myth: Cross.

G551.4. *One brother rescues another from ogre.* Type 303; German: Grimm Nos. 60, 85; India: *Thompson-Balys.
 R155. Brothers rescue brothers.

G551.4.1. *One foster brother rescues another from ogre.* Type 303; Icelandic: *Boberg.

G551.5. *Cannibal is killed by his wife's relatives.* Eskimo (Central): Boas RBAE VI 633.

G552. *Rescue from ogre by helpful animals.* *Type 312; Eskimo (Greenland): Rasmussen II 85; Africa (Kaffir): Kidd 226 No. 1, (Zulu): Callaway 147; Jamaica: *Beckwith MAFLS XVII 274 No. 86.
 B544. Animal rescues captive.

G555. *Rescue from ogre by means of singing.* *Type 327; Jamaica: Beckwith MAFLS XVII 271 No. 83.

G556. *Recognition of captive's voice brings about rescue from ogre.* Usually captive sings in the bag. Africa (Kaffir): Theal 64, 134, (Zulu): Callaway 75; Jamaica: *Beckwith MAFLS XVII 273 No. 85.
 D1612.2.1. Magic ring compels would-be fugitive to keep calling out, "Here I am." H30. Recognition through personal peculiarities. H79.3. Recognition by voice.

G560. *Ogre deceived into releasing prisoner.*

G561. *Ogre tricked into carrying his prisoners home in bag on his own back.* *Types 311, 1132; Chauvin VI 30 No. 201; Africa (Congo): Weeks 202 No. 1, 212 No. 7.

K300. *Escapes by deception.* R210. *Escapes.*

G570. *Ogre overawed.* *Types 1145—1154; Icelandic: Boberg; India: Thompson-Balys; Missouri French: Carrière.

D1613.1. *Magic fish talk so that ogre thinks hero has many brothers with him.* F460.1. *Mountain-folk afraid of thunder.* K12.1. *Wrestling match won by deception: where to throw the ogre.* K18.1. *Throwing contest: trickster shouts.* K42.6.1. *Contest: harvesting the hay.* The man calls out, "The wolves are coming!" The ogre is intimidated. K1710. *Ogre (large animal) overawed.* K2345. *Ogre frightened at rustling.* Man sets juniper afire. N691. *Objects accidentally picked up used to overawe ogre.*

G571. *Oaths (abusive speeches) drive ogres away.* Fb "bande" IV 24a.

G572. *Ogre overawed by trick.* India: *Thompson-Balys.

G572.1. *Ogre deceived by throwing burning oil instead of spittle on him.* India: Thompson-Balys.

G572.2. *Ogre deceived by showing sharp knife or sword for nose or tongue.* India: Thompson-Balys.

G580. *Ogre otherwise subdued.*

G581. *Ogres chased away by fire.* *Chauvin VII 82 No. 373bis n. 2.

G582. *Giants appeased by feeding them.* *Type 531; French Canadian: Barbeau JAFL XXIX 12.

B325.1. *Animal bribed with food.*

G582.1. *Demons bribed with food.* India: Thompson-Balys.

G583. *Demons coerced by tabus of druids.* Irish myth: Cross.

C901.1.2. *Tabu imposed by druid.*

G584. *Ogre polluting the wells driven away by shooting.* Icelandic: Boberg.

G585. *Ogre tortured by not being allowed to sleep.* Eskimo (Kodiak): Golder JAFL XVI 28.

G600—G699. Other ogre motifs.

A1070. *Fettered monster's escape at end of world.* E652. *God reincarnated as monster.* F613.4. *Strong man serves ogre as punishment for stealing food.* F771.4.1. *Castle inhabited by ogres.* F911.6. *All-swallowing monster. Has whole towns of people and buildings, etc. inside.*

G610. *Theft from ogre.* *Types 328, 314*; Icelandic: MacCulloch Eddic 54, Boberg; Breton: Sébillot Incidents s.v. "argent"; Japanese: Anesaki 314; Molucca: Dixon 230; West Indies: Flowers 454f.

D838.2. *Magic object taken from ogre's house.* D838.6. *Magic object stolen from giant.* D845.1. *Magic object found in giant's cave.* F531.5. *Giants and men.* H1273.2. *Quest for three hairs from devil's beard.* K337. *Oversalting food of giant so that he must go outside for water.* K1045. *Dupe persuaded to oversalt (overpepper) food.* N538.2. *Treasure from defeated giant.*

G610.1. *Stealing from ogre for revenge.* *Type 328.

G610.2. *Stealing from ogre to help a friendly king.* *Type 328.

G610.3. *Stealing from ogre as task.* *Type 328; *BP III 21 n. 1; Christiansen 45 No. 328; Italian: Basile Pentamerone III No. 7; India: *Thompson-Balys.

G612. *The one eye of the three giants stolen.* Type 328*.
 FS12.1.2. Three woman have but one eye among them. Pass it around.
 FS31.1.1.3. Blind giant. G121. Blind giant ogre. G121.1. Three giants with one eye. They pass it around. GS11. Ogre blinded.

G613. *Ogre's charm stolen.* India: Thompson-Balys.
 D1274. Magic fetish.

G614. *Killing of ogre's cattle, sheep, etc. brings on ogre's anger.* Icelandic: *Boberg.

G630. *Characteristics of ogres.*
 CT42. Tabu: striking monster twice. D10.1. Ogre has unique power of exchange of sex with human being. D1840.3. Magic invulnerability of ogres.

G631. *Ogre so old that his eyelids must be propped up.* *Krappe Balor 4 n 15; *Fb "Öje" III 1167a.
 FS31.8.4. Age of giants. F571.1. Old man with hanging eyelids.

G631.1. *Thousand year old ogre.* Korean: Zong in-Sob 99, 169.

G632. *Ogre who cannot endure daylight.* (Cf. G636.) Penzer I 77.

G633. *North as abode of evil spirits.* Wimberly 136; Irish myth: Cross; Gaster Oldest Stories 233, Jewish: Neuman.
 A671.6.1. Hell located to the north. E491.6.1. Land of dead in north.
 FS31.8.2.4. Giants live in the utmost northwest.

G634. *Genie sleeps with eyes open.* Chauvin VI 2 No. 181 n. 1.
 F562.4. Girl lives in fruit and comes out only to be bathed by her twenty sisters.

G635. *Ogre revives after limbs are severed.* N. A. Indian (California): Dayton and Newman 71; Africa (Zulu): Callaway 51.
 ET80. Vital bodily members. ET83. Vital head. Retains life after being cut off.

G635.1. *Monster's returning head.* Joins body after it has been severed. *Kittredge Gawain 147ff.; India: Thompson-Balys.
 B11.5.5. Self-returning dragon's head. D1602.12. Self-returning head.
 FS31.1.2.3. Giant's self-returning head.

G636. *Ogres powerless after cockcrow.* (Cf. G632.) Penzer I 77 n.; Japanese: Ikeda; Africa (Angola): Chatelain 106 No. 7.
 CT582.2.1. Tabu: supernatural creatures being abroad after sunrise.
 F451.3.2.1. Dwarfs turn to stone at sunrise. (See also other references there given.) FS31. Giant. G304.2.5. Troll bursts when sun shines on him.

G637. *Ogres live in trees.* Melanesian, Indonesian: Dixon 63.
 F441.2. Tree-spirit. G312.3. Flesh-eating spirits live in trees.

G638. *Ogre powerless to cross stream.* Penzer III 236.
 G273.4. Witches powerless to cross stream.

G639. *Ogress lives in water.* (Cf. F420.1.4.9, F426.) Icelandic: MacCulloch Eddic 280—81, Corpus Poeticum Boreale I 152, Boberg.

G650. *Unclassified ogre motifs.*

G651. *Ogre teaches smith how to transform sand in his smithy.* Type 1163; Lithuanian: Balys Legends No. 753.

G652. *Ogre sings constantly, usually own name.* N. A. Indian (California): Gayton and Newman 91.

G653. *Ogre attracts attention by whistling.* N. A. Indian (California): Gayton and Newman 92.

G655. *Ogre's ashes cast on stream cause rapids to stop. Also kill all creatures in the stream.* Irish: MacCulloch Celtic 132, "Cross.
A2001. Insects from body of slain monster. E431.9. Ashes of dead thrown on water to prevent return.

G661. *Ogre's secret overheard.* Christiansen FFC XXIV 68ff.; Japanese: Ikeda.

G661.1. *Ogre's secret overheard from tree.* *Types 613, 812; *BP III 13; Christiansen FFC XXIV 68ff.
N451.1. Secrets of animals (demons) accidentally overheard from tree (bridge) hiding place. N471. Foolish attempt of second man to overhear secrets (from animals, demons, etc.) He is punished.

G661.2. *Ogre's secret overheard by masking as bird.* *Type 812; *Dh I 194ff.
K1810. Deception by disguise.

G665. *Vanquished ogre grants hero's three wishes.* Irish: MacCulloch Celtic 149, "Cross.
D1720.1. Man given power of wishing.

G671. *Wild man released from captivity aids hero.* *Type 502; BP III 94ff.; Dickson 121 n. 64; Jones PMLA XXIII 567; Missouri French: Carrière; Icelandic: Boberg.
D812.9. Magic object received from wild man. F441.3. Wild man as wood spirit. F567. Wild man. Man lives alone in woods like a beast. F610. Remarkably strong man. (Strong John). G672. Hero in service of wild man. N812. Giant or ogre as helper. R100. Rescues.

G672. *Hero in service of wild man.* Italian: Basile Pentamerone I No. 1.
F441.3. Wild man as wood spirit.

G674. *Ogre's wife jealous of him.* India: Thompson-Balys.

G675. *Ogres harnessed to plow.* Breton: Sébillot Incidents s.v. "charrue".

G676. *Ogre carrying mortar and pestle.* N. A. Indian (California): Gayton and Newman 91.

G677. *Ogress attracted by scent of sugar cane ravages city.* India: Thompson-Balys.

G681. *Ogre gives riddle on pain of death.* *Penzer I 51; Slavic: Máchála 267; India: Thompson-Balys.
C822. Tabu: solving sphinx's riddle: sphinx perishes. H518: Test: guessing troll's names in order to save one's life. H541.1.1. Sphinx propounds riddle on pain of death. H543. Escape from devil by answering his riddles.

G682. *Large price exacted for curing ogre after wounding him.* India: Thompson-Balys.

G683. *Cannibal offers wealth to save his life.* N. A. Indian (California): Gayton and Newman 69.

G691. *Bodies of victims in front of ogre's house.* N. A. Indian: *Thompson Tales 351 n. 268b.

G16. Cannibalism.

G691.1. *Giants keep corpses on hand to eat.* Scottish: Campbell-McKay No. 25.

G691.2. *Widow(s) of ogre's victims seen at ogre's house.* N. A. Indian (California): Gayton and Newman 69.

G691.3. *Maimed victims seen at ogre's house.* N. A. Indian (California): Gayton and Newman 69.

G691.4. *Lost husband's bones found among cannibals.* Eskimo (Kodiak): Golder JAFL XVI 27.

H. TESTS

H0—H199. Identity tests: recognition
H0. Identity tests
H10. Recognition through common knowledge
H20. Recognition by resemblance
H30. Recognition through personal peculiarities
H50. Recognition by bodily marks or physical attributes
H80—H149. Identification by tokens
H80. Identification by tokens
H90. Identification by ornaments
H100. Identification by matching parts of divided token
H110. Identification by cloth or clothing
H120. Identification by tokens—miscellaneous
H150. Circumstances of recognition

H200—H299. Tests of truth
H210—H239. Tests of guilt or innocence
H210. Test of guilt or innocence
H220. Ordeals
H240. Other tests of truth

H300—H499. Marriage tests
H300. Tests connected with marriage
H310—H359. Suitor tests
H310. Suitor tests
H360—H399. Bride tests
H360. Bride test
H400—H459. Chastity tests
H400. Chastity test
H410. Chastity test by magic objects or ordeals
H430. Chastity index
H440. Other indications of chastity
H460. Wife tests
H480. Father tests
H490. Other marriage tests

H500—H899. TESTS OF CLEVERNESS

H500. Test of cleverness or ability
H510. Tests in guessing

H530—H899. Riddles
H540. Propounding of riddles
H570. Means of solving riddles
H580. Enigmatic statements
H600. Symbolic interpretations
H620. The unsolved problem: enigmatic ending of tale
H630. Riddles of the superlative
H660. Riddles of comparison
H680. Riddles of distance
H690. Riddles of weight and measure
H700. Riddles of numbers
H710. Riddles of value

- H720. Metaphorical riddles
- H770. Riddles of explanation
- H790. Riddles based on unusual circumstances
- H810. Riddles based on the Bible or legend
- H840. Other riddles

H900—H1199. TESTS OF PROWESS: TASKS

- H900—H999. Assignment and performance of tasks
- H900—H949. Assignment of tasks
 - H900. Tasks imposed
 - H910. Assignment of tasks in response to suggestion
 - H920. Assigners of tasks
 - H940. Assignment of tasks—miscellaneous
- H950—H999. Performance of tasks
 - H960. Tasks performed through cleverness or intelligence
 - H970. Help in performing tasks
- H1000—H1199. Nature of tasks
 - H1010—H1049. Impossible or absurd tasks
 - H1010. Impossible tasks
 - H1020. Tasks contrary to laws of nature
 - H1030. Other impossible tasks
 - H1050—H1089. Paradoxical tasks
 - H1050. Paradoxical tasks
 - H1090. Tasks requiring miraculous speed
 - H1110. Tedious tasks
 - H1130. Superhuman tasks
 - H1150. Tasks: stealing, capturing, or slaying
 - H1180. Miscellaneous tasks

H1200—H1399. TESTS OF PROWESS: QUESTS

- H1200—H1249. Attendant circumstances of quests
 - H1200. Quest
 - H1210. Quest assigned
 - H1220. Quest voluntarily undertaken
 - H1240. Other circumstances of quests
- H1250—H1399. Nature of quests
 - H1250—H1299. Quests to the other world
 - H1250. Quest to the other world
 - H1260. Quest to the upper world
 - H1270. Quest to lower world
 - H1280. Quests to other realms
 - H1290. Quests to the other world—miscellaneous motifs
 - H1300. Quests for the unique
 - H1320. Quest for marvelous objects or animals
 - H1360. Quest for dangerous animals
 - H1370. Miscellaneous quests

H1400—H1599. OTHER TESTS

- H1400—H1449. Tests of fear
 - H1400. Fear test
 - H1410. Fear test: staying in frightful place
 - H1420. Fearless traffic with devils
 - H1430. Fearless traffic with ghosts
 - H1440. The learning of fear

H1450—H1499. Tests of vigilance

H1450. Vigilance test

H1460. Test: vigil at tomb

H1470. Other vigilance tests

H1480. Accomplishment of vigilance test

H1500—H1549. Tests of endurance and power of survival

H1500. Tests of endurance

H1510. Tests of power to survive

H1540. Contests in endurance

H1550—H1569. Tests of character

H1550. Tests of character

H1570—H1599. Miscellaneous tests

H. TESTS

H0—H199. Identity tests: Recognition.

H0. Identity tests. Recognition. Elaborate means are employed in folk-literature for the recognition of persons even though they have been separated a very short time. The various means used are detailed in the following discussion.

A185.13. God puts mortals to test. G250. Recognition of witches. H151.12. Geese betray beauty of disguised goose-girl. N730. Accidental reunion of families.

H10. Recognition through common knowledge. Icelandic: *Boberg; India: *Thompson-Balys.

D2006.1.8. Piece of wood revives memory. J1153.2. To which of two men does woman belong? Only one can answer questions just as she has. Other discredited. K1769. Sham duel in order to bring about recognition.

H11. Recognition through story-telling. Telling of a story known to both persons concerned brings about recognition. Icelandic: *Boberg; Arabian: Burton Nights III 96ff., S V 155, 164, S VI 34f., 476; India: *Thompson-Balys; Indonesia: DeVries' list No. 224.

J1177. Story told to discover thief. J1185. Execution escaped by story-telling.

H11.1. Recognition by telling life history. *Type 506; Köhler-Bolte II 351ff.; Icelandic: *Boberg; French Canadian: Barbeau JAFL XXIX 19; India: *Thompson-Balys.

D2006.1.3. Forgotten fiancée reawakens husband's memory by having magic doves converse.

H11.1.1. Recognition at inn (hospital, etc.) where all must tell their life histories. *Type 304; *BP II 255 n. 1, 505; bin Gorion Born Judas I 189, 374; *Chauvin V 90 No. 28 n. 1; Italian: Basile Pentamerone III No. 2.

H152.1.1. Woman entertains every traveler in hope of finding her husband. Q481. Princess compelled to keep an inn.

H11.1.2. Recognition: life story painted on wall. India: Thompson-Balys.

H11.1.3. Recognition by life history sung. (Cf. H12.) India: Thompson-Balys.

H11.1.4. Recognition by tracing ancestry. Greek: Homer Iliad VI 215, Aeschylus Suppliants 290.

H12. Recognition by song (music). Person is recognized because the song is sung only by him or because he is the only one besides the listener who knows it. Thien Motive 9; Norse: De la Saussaye 137; Lithuanian: Balys Index Nos. *452f.; Breton: Sébillot Incidents s.v. "chanson"; Missouri French: Carrière; Italian: Basile Pentamerone III No. 3 and the legend of Richard Cœur de Leon and Blondel; India: *Thompson-Balys; Japanese: Anesaki 359; Hawaii: Beckwith Myth 530, 539; New Zealand: Dixon 83; West Indies: Flowers 455.

B501.2. Kite teaches rhyme by which he may be summoned for help. H35.1. Recognition by unique manner of playing lute.

H12.1. *Missing female poet discovered through test of poetic ability.* Irish myth: *Cross.

H12.2. *Recognition by verse of song.* India: Thompson-Balys.

H12.2.1. *Recognition by matching a couplet together.* India: Thompson-Balys.

H13. *Recognition by overheard conversation* (usually with animals or objects). Person not daring to reveal self directly thus attracts attention and recognition. *Types 313, 533, 706, 870; *BP I 19, III 445ff.; *Fb "hest" I 598b, "ovn" II 774a; **Liungman Jordkulan passim; Spanish: Boggs FFC XC 62, 69 Nos. 445*B, 515*; India: Thompson-Balys; Africa (Thonga): Junod 231.

C290. Tabu: uttering secrets, F1045, Night spent in tree. Hero goes into tree to spend the night, H181.5. Attention attracted by hints dropped by heroine as menial: recognition follows. H1843.1. Bride has maid sleep in husband's bed to conceal pregnancy, J162. Wisdom acquired by hanging in a tree, K169.7. Sons warned by talk to oaks to hide, K1811.3. Reinstatement of true bride, R311. Tree refuge, T315.1.1. The audacious water and the continent husband, woman with a continent husband (lover) splashes water on her thighs as she crosses stream and then reproves it for being bolder than her husband. She thus calls attention to her situation.

H13.1. *Recognition by overheard conversation with animal.*

H13.1.1. *Recognition by overheard conversation with horse.* *Type 870; **Liungman Jordkulan passim; *BP III 444ff.; Fb "hest" I 598b.

D2006.1.2. Forgotten fiancée reawakens husband's memory by serving as milkmaid and talking to calf.

H13.1.2. *Recognition by overheard conversation with dog.* Type 533; Hdwb. d. Märchens I 307b.

H13.1.3. *Recognition by overheard conversation with cow.* Chinese: Graham.

H13.2. *Recognition by overheard conversation with objects.* *Type 870; *BP III 444ff.; Italian: Basile Pentamerone II No. 8; Icelandic: Borgberg.

T69.4. Bashful suitor directs his wooing to an oak.

H13.2.1. *Recognition by overheard conversation with bridge.* Bridge which will trip up bridal party if king is not marrying an equal. Disguised princess praises bridge for its recognition of her equality with the king. *Type 870.

D1258.1. Bridge made by magic, D1310. Magic object gives supernatural information. F842.2. Perilous trap bridge.

H13.2.2. *Recognition by overheard conversation with stone.* *Types 710, 870; BP I 19 n. 2; Spanish: Boggs FFC XC 62 No. 445B*, Espinosa Jr. No. 114.

H13.2.3. *Recognition by overheard conversation with plant.* *Type 870.

H13.2.4. *Recognition by overheard conversation with churchdoor.* *Type 870.

H13.2.5. *Recognition by overheard conversation with cups (or other utensils).* *Type 710; *BP I 19 n. 2.

H13.2.6. *Recognition by overheard conversation with flax.* By comparing her fate with that of the flax the heroine is able to reveal herself. *Type 710; BP I 19 n. 2; Köhler-Bolte I 131.

H13.2.7. *Recognition by overheard conversation with stove.* *Type 533; *BP II 275; *Fb "ovn" II 774a; K. Ranke *Festschrift f. W.-E. Peuckert*, Berl. 1955, 46.

H13.3. *Recognition from overheard conversation of two sons.* India: Thompson-Balys.

H13.4. *Recognition from overheard conversation with flower-woman.* India: Thompson-Balys.

H14. *Recognition by observing emotional reactions of another to object of common experience.*

H14.1. *Recognition by seeing husband shed tears on sight of bird (main character in a former experience common to both husband and wife).* India: *Thompson-Balys.

H14.2. *Recognition by tears at recital of own exploits.* Greek: Homer *Odyssey* VIII 94.

H15. *Identity tested by account of common experiences.* Missouri French: Carrière.

H15.1. *Identity tested by demanding that person say again what he said on former occasion.* (Impostor fails.) *Types 425, 870; Tegethoff 21; Missouri French: Carrière.
K1043.1. Bride has maid sleep in husband's bed to conceal pregnancy.

H15.2. *Recognition by recalling common experiences.* Jewish: *Neuman.

H16. *Recognition by describing or producing object of common knowledge.*

H16.1. *Recognition by brother king of lost brother brought about by model of their father's palace which lost brother builds of clay.* India: Thompson-Balys.

H16.2. *Recognition by wounds on lip and finger received at common adventure.* India: Thompson-Balys.

H16.3. *Recognition of brothers brought about by bouquet of flowers tied as father's gardener used to do.* India: Thompson-Balys.

H16.4. *Recognition by describing unique bed.* Greek: Homer *Odyssey* XXIII 183ff.

H17. *Recognition by reminders of what has been said.* Italian: Basile *Pentamerone* II No. 3; Jewish: Neuman.

H18. *Recognition by password.* Am. Negro (Georgia): Harris Nights 236 No. 40.

H19. *Recognition through common knowledge—miscellaneous.*

H19.1. *Recognition by ability to identify property.*
HS30. Riddles.

H19.1.1. *Recognition of reincarnated person by ability to identify former weapons.* India: Thompson-Balys.
E800. Reincarnation.

H19.2. *Recognition by answer to conundrum (known only to two persons).* India: Thompson-Balys.

H20. *Recognition by resemblance.* Irish myth: Cross; Icelandic: Boberg;

Breton: Sébillot Incidents s.v. "reconnaissance"; Greek: Homer Odyssey IV 144, 150.

H21. *Recognition through picture.* Picture is publicly displayed and brings about recognition of lost person. *Type 881; *BP II 505; Köhler-Bolte I 526; *Chauvin V 92 No. 196, 94 No. 30; India: *Thompson-Balys; Indonesian: DeVries's list No. 223.

T11.2. Love through sight of picture.

H22. *Recognition through image.* Jewish: *Neuman.

H24. *Recognition from dream.* India: Thompson-Balys.

T11.3. Love through dream. Falling in love with a person seen in a dream.

H30. *Recognition through personal peculiarities*

G566. Recognition of captive's voice brings about rescue from ogre.

H31. *Recognition by unique ability.* Irish myth: *Cross.

D445.1. Image of horse will be vivified only for one person. D1648.1. Tree bends to a certain person. D1851. Magic object obeys master alone. Z300. Unique exceptions.

H31.1. *Recognition by unique ability to dislodge sword.* Sword is stuck in a stone or tree. English: Wells 43 (Arthur and Merlin); Irish myth: Cross; Icelandic: Völsunga saga 7; India: Thompson-Balys.

D1854.4.1. Sword can be moved only by right person.

H31.2. *Recognition by unique ability to bend bow.* Greek: Fox 139; Jewish: Neuman.

D1651.1. Only master able to bend bow. H331.4.2. Suitor contest: bending bow of woman's absent husband.

H31.3. *Recognition by unique ability to swing spear.* Greek: Roscher Lexikon "Achilleus" I 12.

H31.4. *Only one man can lift small pot from ground.* India: Thompson-Balys.

H31.5. *Recognition by unique ability to cut (carve) tree, etc.* Irish myth: *Cross; India: Thompson-Balys.

H31.6. *Recognition by unique ability to break iron apple with first stone cast.* Irish myth: Cross.

F813.1. Extraordinary apple.

H31.7. *Recognition by unique ability to perform magic act.* German: Grimm Nos. 76, 89; India: Thompson-Balys; Africa (Kordofan): Frobenius Atlantis IV 134ff. No. 13.

H31.7.1. *Recognition by ability to shed pearls for tears.* India: Thompson-Balys.

H31.7.2. *Only one man is able to read magic book.* India: Thompson-Balys.

H31.8. *Recognition by unique ability to shoot, swim, and drink.* Icelandic: Boberg.

H31.9. *Recognition by unique ability to handle easily a heavy stone.* Irish myth: Cross.

H31.10. *Recognition by unique ability to play chess.* Irish myth: Cross.

H31.11. *Recognition by unique ability to read inscription.* Irish myth: Cross.

H31.12. *Only one man is able to pluck fruits from tree.* India: *Thompson-Balys.

D1640.1. Tree bends to certain person. D1648.2. Flower bends only to certain person. E631.1. Flower from grave. H71.10.1. Tree bows before prince. K2110.1. Castrated wife. S300. Abandoned or murdered children.

H31.12.1. *Bridegroom alone able to pluck flower from bride's grave.* India: *Thompson-Balys.

H310. Suitor tests.

H32. *Recognition by extraordinary prowess.* Irish myth: *Cross; Icelandic: *Boberg; Jewish: *Neuman.

H35. *Recognition by unique manner of performing an act.* Irish myth: *Cross.

H35.1. *Recognition by unique manner of playing lute.* Chauvin V 152 No. 75; India: Thompson-Balys.

H12. Recognition by song.

H35.1.1. *Recognition by unique manner of playing harp.* Irish myth: *Cross.

H35.1.2. *Recognition by unique manner of playing flute.* German: Grimm No. 181; Chinese: Graham.

H35.2. *Recognition by unique cookery.* Only one person could have prepared the food in this way. *Chauvin VI 105 No. 270 n. 1; India: *Thompson-Balys; Icelandic: Boberg.

H35.3. *Recognition by unique needle-work.* *Type 506; von der Hagen I cxxxix; India: Thompson-Balys.

T114.5. Love through handkerchief.

H35.3.1. *Recognition of false bride by inability to finish true bride's weaving.* India: Thompson-Balys.

K1911.3.3. False bride fails when husband tests her.

H35.3.2. *Recognition by embroidery.* Chinese: Graham (H141.).

H35.4. *Recognition by unique manner of carving chips.* These sent down stream for recognition. (Cf. H135.) *Schoepperle II 301ff.; Irish myth: *Cross.

H35.4.1. *Recognition by ogam carving on withe (rod, tree).* Irish myth: *Cross.

H35.5. *Recognition by manner of throwing cakes of different weights into faces of old uncles.* French Canadian: Sister Marie Ursule.

H36. *Recognition by exact fitting of clothes.* Irish myth: Cross.

H110. Identification by cloth or clothing. H411.7. Mantle as chastity test. Will not fit unchaste woman. Z321. Ring fits only one person.

H36.1. *Slipper test.* Identification by fitting of slipper. *Type 510; *Cox Cinderella 504ff.; *BP I 187; *Fb "sko" III 288a; Cosquin Contes Indiens 48ff.; Saintyves Perrault 115ff., 156. — Icelandic: *Boberg; Italian: Basile Pentamerone I No. 6; French Canadian: Barbeau JAFL XXIX 18f.; India: *Thompson-Balys; New Mexican: Rael Mod. Lang. Forum XVIII (1933).

D1065.2. Magic shoe. F822. Extraordinary shoes. H363. Deceased wife marriage test. J1146.1. Detection by pitch-trap. Pitch is spread so that footprints are left in it, or that shoe is left behind as clue. K1911.3.3. False bride fails when husband tests her. K1911.3.3.1. False bride's mutilated feet. R221. Heroine's three-fold flight from ball.



H36.1.1. *Recognition by shoes with which the father had once beaten his son.* India: Thompson-Balys.

H36.2. *Garment fits only true king.* (Cf. H41.) Irish myth: *Cross.

H36.2.1. *Crown fits only legitimate successor to throne.* Jewish: Neuman.

H38. *Person's rank betrayed by habitual conversation.*

H38.1. *Disguised king (noble) recognized by habitual speech.*
P10. Kings. P50. Nobleman

H38.2. *Impostor of low origin recognized by habitual speech.*

H38.2.1. *Tailor married to princess betrays trade by calling for needle and thread.* *Type 1640; BP I 148 ff.
K1951.1. Boastful fly-killer: "seven at a blow." A tailor who has killed seven flies writes this on a placard. F441. Tailor. X220, Jokes about tailors.

H38.2.2. *Peasant boy masking as prince betrays self by his answers.*
*Köhler-Bolte I 172.

H38.2.3. *Recognition of maid-servant substitute bride by her habitual conversation.* Icelandic: Boberg.
K1831.2. Service in disguise. K1843.1. Bride has maid sleep in husband's bed to conceal pregnancy. K1911.3. Reinstatement of true bride.

H38.2.4. *Weaver married to princess betrays trade by talking in his sleep.*
India: *Thompson-Balys.

H38.2.4.1. *Weaver married to princess betrays his identity when he unconsciously waves his hands as though he were weaving and asks for his shuttle.* India: Thompson-Balys.

H38.2.5. *Substitution of low-caste boy for promised child detected when he prefers long road to short one through jungle (swimming instead of ferry, etc.)* India: *Thompson-Balys.

H38.3. *Slave recognized by his conversation, habits, and character.* Icelandic: *Boberg.
K2251. Treacherous slave. N863. Slave (swineherd) as helper of princess. P170. Slaves. Q285.4. Slave-driving punished.

H41. *Recognition of royalty by personal characteristics or traits.* (Cf. H36.2, H71.) Icelandic: *Boberg; India: Thompson-Balys.
A1590. Origin of other customs. H71. Marks of royalty. P11. Choice of kings.

H41.1. *Princess on the pea.* Princess recognized by her inability to sleep on bed which has a pea under its dozen mattresses. *BP III 330; Hdwb. d. Märchens I 575b; Grimm No. 182a; *Fb "seng"; Penzer VI 288ff.; Wirth AA o.s. VII (1894) 367ff.; Arthur Christensen Acta Orientalia XIV 241—257; India: Thompson-Balys.
F647. Marvelous sensitiveness. F647.5.1. Prince thinks he has slept on a beam; a hair is found on lower bedding. U146. Royalty unable to endure coarse entertainment.

H41.2. *High-spitting the test of a chief.* N. A. Indian (Quileute): Farand-Mayer JAFL XXXII 253 No. 1, (Chinook): Boas BBAE XX 160, (Nootka): Boas RBAE XXXI 919.

H41.3. *Test of king (pope): his candle lights itself.* *Type 671; *Köhler-Bolte I 148.
D1162.2. Magic candle. D1601.7. Lamp lights itself.

H41.4. *Flame issuing from mouth as sign of royalty.* English: Wells 14f. (The Lay of Havelok).
 G125. Fire-spewing giantess. G363.1. Ogre with flaming mouth.

H41.5. *Unknown prince shows his kingly qualities in dealing with his playmates.* Type 920; *DeVries FFC LXXIII 40ff., 323ff.; India: *Thompson-Balys; Icelandic: *Boberg.
 J123. Wisdom of child decides lawsuit. K1921.1. Son of the king and of the smith exchanged. P35. Unknown prince chosen chief of children in play.

H41.5.1. *Unknown prince reared by fisher spends money on princely tastes.* *Boje 126; India: Thompson-Balys.

H41.6. *Prophecy for newborn princesses:* the one who takes gold in the mouth will be married to a prince; the one who takes hawkweed, to a peasant. Icelandic: Boberg.
 M301.12. Three fates, "Norns", prophecy at child's birth.

H41.7. *Task: to ride horse whereby one becomes king.* India: Thompson-Balys.
 H1164.3. Task: bridling a wild animal.

H41.8. *Test of royalty: ability to sow, reap, and winnow rice in one day.* India: Thompson-Balys.
 F91.7. Sowing and reaping same day.

H41.9. *King recognized by unique ability to occupy certain seat (Siege perilous).* Irish myth: *Cross; *Nutt Studies in the Legend of the Holy Grail (London, 1888) 81f., 88.
 D151. Magic seat. P11. Choice of kings.

H41.9.1. *Chariot tilts under anyone who is not entitled to throne.* Irish myth: *Cross.

H41.10. *Chief in disguise carries bundle so large that rank is recognized.* Hawaii: Beckwith Myth 388.

H44. *Recognition by perfume.* India: Thompson-Balys.

H45. *Recognition of deity.* Tonga: Gifford 56.

H45.1. *God recognized by his supernatural powers.* India: *Thompson-Balys.

H45.2. *Milk gushes forth from cows when they sit under tree inhabited by deity.* India: Thompson-Balys.

H45.3. *Test of a god: when his image is bound it frees itself.* Oertel Studien z. vgl. Littg. VIII 116; Frazer Pausanias III 336f.; Zs. f. Vksk. II 197, III 89, 448.

H45.4. *God in disguise recognized by tokens on his feet and hands.* Greek: Homer Iliad XIII 71.

H45.5. *Girl sleeping naked awakened: is she a goddess? If mortal, she will cover herself; if a goddess, will not.* Tonga: Gifford 191.

H46. *Cannibal recognized by cloud of dust raised.* India: Thompson-Balys; Africa (Zulu): Callaway 47, 142, (Basuto): Jacottet 4 No. 1, 206 No. 30, (Kaffir): Theal 125.
 G6. Ogres. G10. Cannibalism.

H46.1. *Cannibal nature of woman recognized when she devours dead buffalo raw.* India: Thompson-Balys.
G10. Cannibalism.

H47. *Demon recognized by corpse it occupies turning to worm when stake is driven through it.* Irish myth: Cross.
D192.0.1. Transformation: demon (in human form) to worm. E121.6.1. Resuscitation by demon's entering corpse.

H48. *Animal in human form recognized.* (Cf. H64.)

H48.1. *Fox (in man's form) cries out like a fox in his sleep.* S. A. Indian (Toba): Métraux MAFLS XL 122.

H48.2. *Fox (in man's form) betrays identity when he procures fox-food for human wife.* S. A. Indian (Toba): Métraux MAFLS XL 123.

H49. *Recognition through personal peculiarities—miscellaneous.*

H49.1. *Unique scent of their rice betrays abandoned children.* India: Thompson-Balys.

H50. *Recognition by bodily marks or physical attributes.* Irish myth: Cross.

H51. *Recognition by scar.* (Cf. H56.) *Type 314; Icelandic: *Boberg; Italian: Basile Pentamerone I No. 9, *Rotunda; Greek: Odyssey, books XIX, XXIV; Arabian: Burton Nights I 248; Jewish: *Neuman; Indonesia: DeVries's list No. 158; Chinese: Werner 281; N. A. Indian (Ponka); Dorsey CNAE VI 606, (Blackfoot): Wissler and Duvall PaAM II 109, (Eastern Cree): Skinner PaAM IX 92

H51.1. *Recognition by birthmark.* *Types 400, 850; Dickson 49 nn. 58, 59; cf. Shakespeare's Cymbeline II, 2, 38; BP II 318, 528; German: Grimm No. 92; Italian Novella: *Rotunda; Spanish: Espinosa Jr. No. 140; N. A. Indian (Blackfoot): Wissler and Duvall PaAM II 109.
HTL. Marks of royalty. K212.1. False tokens of woman's unfaithfulness. Tokens are stolen from the woman, or her secret markings are seen by treachery. TSSL. Child with extraordinary members (limbs).

H55. *Recognition through branding.* *Types 314, 502, 883B; Dickson 41; Chauvin V 152; Tawney I 37, 92; Burton Nights VII 89 n.; India: *Thompson-Balys.
Q472. Branding as punishment.

H55.1. *Recognition through branding with hoof-marks.* *Types 314, 502; Breton: Sébillot Incidents s.v. "marque", "mule".

H55.2. *Sacred animals branded by conjurer.* Eskimo (Greenland): Rink 327.

H55.3. *Recognition by tatoo.* Easter Island: Métraux Ethnology 370.

H56. *Recognition by wound.* (Cf. H51.) *Types 314, 502; *Cosquin Études 447ff.; Dickson 42 n. 41; Missouri French: Carrière; Spanish: Espinosa Jr. Nos. 169, 170; India: Thompson-Balys; Hawaii: Beckwith Myth 417.
K1872.4. Wound masked by other wound in order not to be recognized.

H56.1. *Recognition by hole burned in hand when woman removes glove.*
*Wesselski Märchen 198.

H56.2. *Mutilation of children's bodies for identification.* *Dickson 42 n. 41.
S169. Mutilations.

H57. *Recognition by missing member.* *Hartland Perseus III 208f.; Spanish: Espinosa Jr. Nos. 150, 168, 171.
 D702.1.1. Cat's paw cut off: woman's hand missing.

H57.0.1. *Recognition of resuscitated person by missing member.* *Type 313; French: Cosquin Lorraine II 11.
 E33. Resuscitation with missing member.

H57.1. *Recognition by broken tooth.* New Zealand: Dixon 84.

H57.2. *Recognition by missing finger.* *Hartland Perseus III 207ff.; Dickson 42 n. 42; Icelandic: Boberg; Breton: Sébillot Incidents s.v. "doigt"; Spanish: Espinosa Jr. 120, 121.

H57.2.1. *Severed finger as sign of crime.* Robber bridegroom thus detected. *Type 955.
 K1916. Robber bridegroom.

H57.2.2. *Recognition of murdered person by severed fingernail.* India: Thompson-Balys.

H57.3. *Recognition by missing toe.* Cheremis: Sebeok-Nyerges; Italian Novella: *Rotunda.

H57.4. *Recognition by description of woman with missing hands.* Nouvelles de Sens No. 12.

H57.5. *Recognition by artificial hands.* *Type 706; *BP I 295ff.

H58. *Tell-tale hand-mark.* Clandestine lover is identified by paint marks left on his skin by his mistress. *Type 950; Köhler-Bolte I 200; India: Thompson-Balys; Hindu: Tawney I 15; N. A. Indian: *Thompson Tales 273 n. 1.
 AT38.1.1. Sun-sister and moon brother. T475. Unknown (clandestine) paramour.

H58.1. *Disguised mistress identified by chalk marks left on back by lover.* Heptameron No. 43.

H58.2. *Clandestine lover identified by scratches left on face by lady.* Heptameron No. 4.

H61. *Recognition by ornaments under skin.*

H61.1. *Recognition of twins by golden chain under their skin.* Köhler-Bolte I 119.

H61.2. *Recognition of disenchanted person by ornaments under his skin.* N. A. Indian: *Thompson Tales 348 n. 249b.
 DS60. Miscellaneous circumstances of transformation. D700. Person disenchanted H64. Recognition of disenchanted person by physical attributes.

H61.3. *Recognition by means of ring enclosed in wound.* Icelandic: MacCulloch Eddic 104.

H61.4. *Recognition by grain of gold under skin.* Irish myth: *Cross.

H62. *Recognition of transformed person (animal).* (Cf. H48.) India: Thompson-Balys.

H62.0.1. *Recognition of man transformed to horse.* Chinese: Graham.

H62.1. *Recognition of person transformed to animal.* *Type 325; *BP II 60

H62.1.1. Person transformed to animal recognized by his eyes. *Fb "öje" III 1166a; Icelandic: *Boberg.

H62.1.2. Person transformed to animal recognized by ability to read. Scotch: Campbell-McKay.

H62.2. Horse recognizes kol transformed to look like his master and throws him off. India: Thompson-Balys.

D133.1. Horse warns hero of danger.

H62.3. Marvelous horse identified by prince though in form of miserable worn-out one. India: Thompson-Balys.

H63. Recognition of other transformed persons.

H63.1. Woman transformed to flower is recognized by the absence of dew on petals. Type 407; BP III 258; German: Grimm No. 160.

H64. Recognition of disenchanted person by physical attributes.

D700. Person disenchanted. H61.2. Recognition of disenchanted person by ornaments under his skin. H78.2. Identification by feather taken from hero when he was transformed to bird.

H64.1. Recognition of disenchanted person by thread in his teeth. As werwolf he has torn woman's apron and caught thread in teeth. *Fb "varuly" III 1015a.

D113.1.1. Werwolf.

H64.2. Werwolf killed and recognized by man's clothes under the wolf's skin or rosary on the neck. Lithuanian: Balys Index No. 3680.

H64.3. Person disenchanted from animal "unable to hide his tail." India: Thompson-Balys.

H64.4. Person disenchanted from animal unable to eat after manner of men. India: Thompson-Balys.

H71. Marks of royalty. (Cf. H41, H171.5.) *Type 533; *BP II 275; Köhler-Bolte I 130; India: Thompson-Balys.

H41.1. Princess on the pea. H51.1. Recognition by birthmark.

H71.1. Star on forehead as sign of royalty. *Type 707; *BP I 102, II 380, 393; *Fb "stjärne" III 577b, "guldstjärne" I 515a; Köhler-Bolte I 118; Dickson 48; Swiss: Jegerlehner Oberwallis 311 No. 56; Spanish: Espinosa Jr. No. 137; India: Thompson-Balys.

F545.2.1. Gold star on forehead. F546.2. Star on breast. N455.4. King overhears girl's boast as to what she could do as queen. T563. Birth marks.

H71.1.1. Moon on forehead and stars in palm of hand as sign of royalty. India: *Thompson-Balys.

H71.2. Gold (silver) hairs as sign of royalty. *Types 533, 707; *BP II 275, 380, 393; *Fb "hår" I 771b; India: Thompson-Balys.

F555. Remarkable hair.

H71.2.1. Golden body of boy as sign of royalty. India: Thompson-Balys.

H71.3. Pearls from hair as sign of royalty. *Type 707; BP II 380, 393.

D1454.1. Hair furnishes treasure.

H71.4. Roses from lips as sign of royalty. Princess laughs roses. *BP I 100.

D1454.3.1. Flowers fall from lips.

H71.5. *Cross between shoulders as sign of royalty (nobility).* Dickson 48f.; English: Wells 14f. (The Lay of Havelok); Icelandic: *Boberg.
F546.3. Cross on breast.

H71.6. *Bright eyes as sign of royalty (nobility): Icelandic: *Boberg.*
F541.1. Flashing eyes. H1550.1. Bad character shown by the eyes.

H71.6.1. *Luminous face as sign of royalty.* Irish: MacCulloch Celtic 29,
*Cross.
F574. Luminous person.

H71.6.2. *Gold tint as sign of royalty.* India: Thompson-Balys.

H71.7. *Child born with chain around neck: sign of royalty.* *Type 707;
BP I 432, II 380ff.; Todd MLN VI 7; Wesselski Märchen 174 No. 64;
Wells Manual 96 (Chevalere Assignee).
N455.4. King overhears girl's boast as to what she would do as queen.
T562. Child born bearing an object.

H71.7.1. *Girl born with costly jewels: sign of royalty.* India: Thompson-Balys.

H71.7.2. *Prince born with bow of gold and string of silver.* India: Thompson-Balys.

H71.8. *Tears of blood: sign of royalty.* Jewish: Neuman; S. A. Indian (Inca): Alexander Lat. Am. 252.
F1041.21.1. Tears of blood from excessive grief.

H71.9. *Red teeth as sign of royalty.* Africa (Thonga): Junod 231.
F512.1. Person unusual as to his teeth. F544.3. Remarkable teeth H312.3.
Successful suitor must have gold teeth.

H71.10. *Marvel as sign of royalty.* Irish myth: *Cross; Icelandic: Boberg;
India: Thompson-Balys.

H71.10.1. *Tree bows before prince.* DeVries FFC LXXIII 329; Irish myth:
Cross; India: Thompson-Balys.
D1648.1. Tree bends to certain person. H31.12. Only one man is able
to pluck fruits from tree.

H71.10.2. *Water stands still before prince.* DeVries FFC LXXIII 329.

H71.10.3. *Frogs croak at prince's command.* DeVries FFC LXXIII 330.

H71.10.4. *Chariot horses spring at anyone who is not entitled to throne.*
Irish myth: *Cross.

H71.10.5. *Two blocks of stone that move apart to allow passage of chariot
of true king.* Irish myth: *Cross.

H71.10.6. *Stone screams under feet of legitimate king.* Irish myth: Cross.

H71.10.7. *Arrows turn aside for prince (king).* India: Thompson-Balys.

H71.11. *Gold in stool as sign of royalty.* India: Thompson-Balys.

H75. *Identification by a hair.*
H1213.1. Quest for princess caused by sight of one of her hairs.
H1381.3.1.1. Quest for bride for king. T11.4.1. Love through sight of
hair of unknown princess.

H75.1. *Identification by hair found floating on water.* *Type 531; *BP
III 31 n. 1, 33; **Golther "Die Jungfrau mit den goldenen Haaren"
Studien zur Literaturgeschichte M. Bernays gewidmet (Leipzig, 1893).
— N. A. Indian: *Thompson Tales 355 n. 281.

H75.2. *Identification by hair dropped by bird.* *Type 531; *BP III 31 n. 1, 33; **Goither ibid.

H75.3. *Recognition by hair found in a fish which has swallowed it.* India: Thompson-Balys.

N211.1. Lost ring found in fish.

H75.4. *Recognition by golden hair.* Types 314, 502; BP II 275. — Icelandic: Boberg.

H75.5. *Identification by wolf's hair.* Icelandic: Boberg.

H75.6. *Recognition by missing hair.* Eskimo (Greenland): Rasmussen III 187, 189, Thalbitzer 7.

H75.7. *Recognition of murderers by their short hair.* Tonga: Gifford 34.

H78. *Recognition by feather.*

H78.1. *Youth shoots raven and takes feather to raven's sister as token.* *Type 553.

H78.2. *Identification by feather taken from hero when he was transformed to bird.* *Type 665.

D150. Transformation: man to bird. H64. Recognition of disenchanted person by physical attributes.

H79. *Recognition by physical attributes—miscellaneous.* Jewish: *Neuman.

H79.1. *Troll's daughter after being cooked in kettle recognized by golden fingernail.* Fb "guldnaigle" I 514.

G512.3.2.1. Ogre's wife (daughter) burned in his own oven.

H79.2. *Identification of man by his little toe.* Chinese: Werner 337.

H79.3. *Recognition by voice.* Icelandic: Boberg; Italian Novella: Rotunda; India: *Thompson-Balys.

G506. Recognition of captive's voice brings about rescue from ogre.

H1582.1. Recognition of good health by hearing voice.

H79.4. *Recognition by smile.* Sultan frees prisoner when he recognizes him as a former aid. Italian Novella: Rotunda.

H79.5. *Identification of man by his skull.* Irish myth: Cross.

H79.6. *Recognition by large breasts that woman in bed is not husband's wife.* Cent Nouvelles Nouvelles No. 35.

H79.7. *Recognition of monk by his large organ.* Cent Nouvelles Nouvelles No. 15.

H79.8. *Identity established because one of man's teeth is blue.* India: Thompson-Balys.

F544.3. Remarkable teeth. H71.9. Red teeth as sign of royalty.

H80—H140. IDENTIFICATION BY TOKENS

H80. *Identification by tokens.* Types 300, 301, 304, 306, 873; English: Child V 499 s.v. "tokens"; French Canadian: Barbeau JAFL XXIX 18; Greek: Fox 71; Jewish: *Neuman; India: Thompson-Balys.

N681. Husband (lover) arrives home just as wife (mistress) is to marry another. S334. Tokens of royalty (nobility) left with exposed child.

H80.1. *True redeemers to be recognized by tokens.* Jewish: *Neuman.

H81. *Clandestine lover recognized by tokens.*

H117. Identification by cut garment. Garment is cut and fragment taken as token. T475. Unknown (clandestine) paramour. T645. Paramour leaves token with girl to give their son.

H81.1. *Hero lies by sleeping girl and leaves identification token with her.* *Types 304, 550, 551; *BP II 505; *Fb "sove" III 472a; Irish: Mac-Culloch Celtic 26; Jewish: Neuman; India: *Thompson-Balys.H81.1.1. *Hero takes token from sleeping princess.* Type 304; BP II 505; German: Grimm No. 111.H81.2. *Clandestine visit of princess to hero betrayed by token.* *Type 851; BP I 197; India: Thompson-Balys.H81.3. *Clandestine visit of lover to queen betrayed by token.* Icelandic: Boberg.H82. *Identifying tokens sent with messenger.* English: Child V 499 s.v. "tokens"; Icelandic: *Boberg.

H242. Credential tests: proof that messenger comes from certain person.

H82.1. *Tokens sent to jailor as warrant of king's authority.* English: Child V 499 s.v. "tokens".H82.2. *Marriage tokens identifying lover.* English: Child V 499 s.v. "tokens"; Icelandic: Boberg.H82.3. *Tokens between lovers.* (Cf. H105.6.) Icelandic: *Boberg. T645. Paramour leaves token with girl to give their son.H82.4. *Ring sent from husband to wife as token that he has been baptized, and that she should also be.* Icelandic: Boberg.H82.5. *Token sent as warning.* Icelandic: Boberg.H82.6. *Token sent with youth to relatives, that they may take care of him.* Icelandic: *Boberg.

T645. Paramour leaves token with girl to give their son.

H83. *Rescue tokens.* Proof that hero has succeeded in rescue. (Cf. H105, H105.1, H105.2.) *Types 300, 301, 304, 306; *Hartland Perseus III 203ff. (list of tokens).H84. *Tokens of exploits.*H84.1. *Branches broken from tree to prove journey.* Type 306; German: Grimm No. 133.H84.2. *Cup taken as proof that one has been present at feast.* Type 306; German: Grimm No. 133.H84.3. *Flail substantiates story of witnessing threshing in heaven.* Type 852; German: Grimm No. 112.H84.4. *Stolen ring as proof of daring theft.* German: Grimm No. 192.H85. *Captive sends token of safety.* Africa (Swahili): Steere 143, (Zulu): Callaway 221.H86. *Inscribed name on article as token of ownership.* (Cf. H94.10.) German: Grimm Nos. 60, 101, 111.H86.1. *Saber with king's name inscribed on it.* German: Grimm No. 111.

H86.2. *Articles of clothing with name embroidered on them taken as tokens.* German: Grimm No. 111.

H86.3. *Ring with names inscribed on it.* German: Grimm No. 101.

H86.4. *Handkerchief with name on it.* German: Grimm No. 60.

H87. *Garlands (flowers) as token.* India: *Thompson-Balys.

H88. *Recognition by tokens left as trail.* Irish myth: *Cross.

H90. *Identification by ornaments.* *Type 870A; India: Thompson-Balys

H91. *Recognition through precious metal.*

H91.1. *Recognition through gold found in eagle's nest.* English: Wells 114 (Sir Isumbra).

H91.2. *Recognition by gold wrapped in mantle.* *Hibbard 9.

H91.3. *Identification by producing three golden apples.* German: Grimm No. 136.
F813.1.1. Golden apple.

H92. *Identification by necklace.* *Types 450, 870, 870A; *BP I 79ff., III 443ff., 445; *Fb "guldkjæde" IV 192a; Italian Novella: *Rotunda; Jewish: Neuman; India: Thompson-Balys; Hawaii: Beckwith Myth 514. H111. Identification by garment. R131.6. Peasant rescues abandoned child.

H93. *Identification by jewel.* French: Cosquin Lorraine I 220 n.; Hindu: Tawney I 170.

H93.0.1. *Recognition by smell of jewels worn about neck.* India: Thompson-Balys.

H94. *Identification by ring.* *Types 301, 304, 882; *BP II 348; Thien Motive 33; *Fb "ring" III 60a; *Hartland Perseus III 207ff.; Liungman Två Folkeminnes. 25 n. 1; Saintyves Perrault 204ff.; Irish myth: *Cross, MacCulloch Celtic 26; English: Wells 9ff. (Horn Childe and Maiden Rimnild), 73 (Sir Percyvelle of Galles), 80 (Sir Tristrem); Icelandic: *Boberg; French Canadian: Barbeau JAFL XXIX 181; Missouri French: Carrière; Italian: Basile Pentamerone IV No. 3; Italian Novella: *Rotunda; Jewish: Neuman; India: *Thompson-Balys; Hindu: Penzer II 76f., Tawney I 142 n., II 620; Chinese: Graham. H361. Ring (jewel) bride test.

H94.0.1. *Recognition of wife's ring in friend's possession informs husband of her unfaithfulness.* Heptameron No. 8.
K1510. Adulteress outwits her husband.

H94.1. *Identification by ring baked in cake.* *Type 400.

H94.2. *Identification by ring baked in bread.* *Type 510; *Fb "ring" III 60a; Breton: Sébillot Incidents s.v. "bague".

H94.3. *Identification by ring dropped in pitcher of wine.* Penzer II 76 n. 1.

H94.4. *Identification by ring dropped in glass (cup) of wine.* *Types 400, 506, 510; *Fb "guldring" I 514b, "ring" III 60a; *BP II 348; Wesselski Mönchsstein 111 No. 95; Irish: O'Suilleabhair 53, Beal XXI 320; English: Wells 9 (King Horn), Child V 493 s.v. "ring."

H94.5. *Identification through broken ring.* (Cf. H100.) The two parts of the ring fit together. Type 361, BP II 428; "Fb "guldring" I 514b, "ring" III No. 95; Heptameron No. 24; Köhler-Bolte I 585; Wesselski Mönchsstein 111 No. 95; Icelandic: Boberg; English: Child V 493 "ring"; Filipino: Fansler MAFLS XII 210.

H94.6. *Recognition through arm-ring.* Africa (Angola): Chatelain 227 No. 40.

H94.7. *Recognition by ring springing off finger.* Italian: Basile Pentamerone III No. 9.

H94.8. *Recognition by medallion (plaque).* Italian Novella; Rotunda. N681.3.1. Man about to consummate marriage with own mother when he is identified by a plaque.

H94.9. *Identification through ring concealed in garland.* India: *Thompson-Balys.

H94.10. *Recognition through gold ring with owner's name engraved on it.* (Cf. H88.) India: Thompson-Balys.

H94.11. *Recognition by earrings.* Eskimo (Mackenzie Area): Jenness 35.

H95. *Recognition by bracelet.* Chinese: Graham.

H96. *Identification by amulet.* (Cf. D1070.) Jewish: Neuman.

H100. *Identification by matching parts of divided token.* Icelandic: Boberg.
H94.5. *Identification through broken ring.* H117. *Identification by cut garment.*

H101. *Identification by broken weapon.* Point of weapon broken off. Later found to match rest of weapon. English: Wells 80 (Sir Tristrem); Icelandic: Ragnarssaga Loðbrókar 118, Boberg; French Canadian: Barbeau JAFL XXIX 18f.; Indonesia: cf. DeVries's list No. 163.

H101.1. *Identification by matching weapon with wound.* Africa (Chaga): Stamberg ZsES XXI 296ff., Gutmann 82f. No. 41, (Ganda): Baskerville 1ff.

H102. *Identification by indenture.* Each of two persons keeps his half of a contract which has been torn in two. Fitting of the halves brings about recognition. English: Child II 499b.

H102.1. *Identification by fitting together two pieces of parchment.* Italian Novella: Rotunda.

H103. *Pieces taken from flags serve to identify.* Breton: Sébillot Incidents s.v. "drapeau".

H105. *Parts of slain animals as token of slaying.* *Hartland Perseus III 207; "Hdwb. d. Märchens I 242b. nn. 37—47; Missouri French: Carrière; Italian: Basile Pentamerone I No. 7; India: *Thompson-Balys; N. A. Indian (Seneca): Curtin-Hewitt RBAE XXXII 343 No. 59.

H105.1. *Dragon-tongue proof.* Dragon slayer cuts out the tongues and uses them later to prove his identity as slayer. "Types 300, 303; *Hartland Perseus III 203ff.; **Ranke FFC CXIV 251ff.; *BP I 534ff., 548; Fb "tunge" III 893b; Hdwb. d. Märchens I 242a nn. 24—47; Schoepperle I 204 n. 3; Irish myth: Cross; French Canadian: Barbeau JAFL XXIX 7, 18f.; Italian Novella: Rotunda; Greek: Frazer Apollodorus II

63 n. 4; India: *Thompson-Balys; N. A. Indian: Thompson CColl II 323ff.; Jamaica: Beckwith MAFLS XVII 278 No. 90.

B11.11. Fight with dragon.

H105.1.1. *False dragon-head proof*. Impostor cuts off dragon heads (after tongues have been removed) and attempts to use them as proof of slaying the dragon. *Type 300; *BP I 534ff. and all references to H105.1; *Parsons FL XXXII 194ff.; Missouri French: Carrière; Italian Novella: Rotunda; India: *Thompson-Balys.

K1932. Impostors claim reward (prize) earned by hero.

H105.2. *Tongue as proof that man has been murdered*. *Fb "tunge" III 894a; India: Thompson-Balys.

K512.2. Compassionate executioner—substituted heart. K825. Victim persuaded to hold out his tongue: cut off.

H105.2.1. *Tongue of slain giant as proof of slaying*. Icelandic: Boberg.

H105.3. *Arm of monster kept as token of innocence of dog*. Scottish: Campbell-McKay.

H105.4. *Head of monster as token (proof) of slaying*. Africa (Ronga): Junod Les Chants et les Contes des Ba-Ronga (Lausanne, 1897) 317ff. No. 30.

H105.4.1. *Monster's beard as proof of visit*. Type 461; Icelandic: Herrmann Saxo II 602, *Boberg.

H105.5. *Ears, fingers and noses of demons cut off as proof of killing them*. India: *Thompson-Balys.

H105.5.1. *Recognition of tiger-slayer by tips of ears, nose, and tail of tiger*. India: Thompson-Balys.

H105.5.2. *Teeth and fingernails of slain cyclops taken as proof*. India: Thompson-Balys.

H105.5.3. *Beak and claws of slain monster as proof of slaying*. Icelandic: Boberg.

H105.5.4. *Abandoned son shows claws and tail of tiger to which his parents have exposed him*. India: Thompson-Balys.

H105.6. *Identification between lovers by matching claw and leg of dragon*. Icelandic: Boberg.

H105.7. *Sex organs of enemy as proof of slaying*. Jewish: Neuman.

H106. *Identification by severed limbs*. (Cf. also H105.)

K512.2. Compassionate executioner—substituted heart.

H106.1. *Identification by severed hand*. India: Thompson-Balys.

H106.2. *Severed head as proof of killing*. Type 507B (H. C. Andersen Rejsekammeraten); Icelandic: *Boberg; Cheremis: Sebek-Nyerges.

H110. *Identification by cloth or clothing*.

H38. Recognition by exact fitting of clothes. H36.1. Slipper test. Identification by fitting of slipper.

H111. *Identification by garment*. *Types 301, 510B, 451; English: Wells 116 (Sir Eglamour of Artois), 126 (Lal le Freine); Italian Novella: *Rotunda; Africa (Benga): Nassau 229 No. 34.

H92. *Identification by necklace*. R13.1.2. Lion carries off child. R13.6. Peasant rescues abandoned child.

H111.1. *Identification by royal garments.* Burton Nights S VII 108; English: Wells 126 (*Lai la Freine*).

H111.2. *Identification by feather cloak.* Hawaii: Beckwith Myth 420, 479.

H112. *Identification by scarf.* Breton: Sébillot Incidents s.v. "foulard".

H113. *Identification by handkerchief.* *Types 300, 301; *Hartland Perseus III 206ff.; Missouri French: Carrière; Breton: Sébillot Incidents s.v. "mouchoir"; India: *Thompson-Balys.

H114.5. Love through handkerchief.

H114. *Identification by glove.* English: Wells 134 (Sir Degare); Icelandic: Boberg.

H115. *Identification by veil.* *Hartland Perseus III 206.

H116. *Identification by girdle.* Cheremis: Seboek-Nyerges.

H117. *Identification by cut garment.* Garment is cut and fragment taken as token. *Types 304, 851; *BP I 187, II 505; *Hartland Perseus 208ff.; India: Thompson-Balys.

H118. Clandestine lover recognized by tokens. H100. Identification by matching parts of divided token.

H118. *Identification by shred of garment of rescued princess used as bandage for wound.* Irish myth: *Cross.

H119. *Identification by cloth or clothing—miscellaneous.*

H119.1. *A piece of cloth on one's back as a guarantee against his being eaten on the way.* India: Thompson-Balys.

H119.2. *Needle left in garment of husband by abducted wife as sign.* Chinese: Graham.

H120. *Identification by tokens—miscellaneous.*

H121. *Identification by cup.* English: Wells 158 (Amis and Amiloun); Italian Novella: Rotunda.

H125. *Identification by weapons.* Icelandic: Boberg; India: Thompson-Balys.

H125.1. *Identification by sword.* Irish myth: Cross; Greek: Fox 100 (Theseus).

H125.2. *Identification by spear.* Hawaii: Beckwith Myth 416.

H125.3. *Identification by war-club.* Hawaii: Beckwith Myth 508.

H125.4. *Recognition by dart.* Maori: Beckwith Myth 482.

H126. *Identification by coat of arms.* English: Wells 117 (Sir Torrent of Portygale).

H131. *Identification by axe.* Recognition by axe which man bears. Fb "ökse" III 117lb.

H132. *Recognition by knife.* Man who is werewolf recognized by knife which was carried away by the wolf. Finnish: Aarne FFC XXXIII 46 No. 74; Estonian: Aarne FFC XXV 131 No. 74.

D113.1. Werwolf.

H133. *Recognition by calabash.* Slave recognizes calabash and knows that girl lives. Africa (Ekoi): Talbot 27.

H134. *Recognition through books.* French Canadian: Sister Marie Ursule.

H135. *Leaf (chip) sent down stream as a warning to one below.* (Cf. H35.4.) Child I 40b, 487a; "Schoepperle Tristan and Isolt 301ff.; Irish myth: *Cross.

H135.1. *Recognition by trimmed leaf thrown from tree hiding place.* India: Thompson-Balys; Chinese: Graham; Africa (Nyanja): Rattray Some Folk-Lore Stories (London, 1907) 149ff. No. 24, (Chaga): Stenberg ZsES XXIII 296ff.
H151.14. Tears fall on person below and indicate presence of those above. R31. Tree refuge.

H135.2. *Milk poured into stream as signal.* Irish myth: Cross.
K1649.5. Unfaithful wife communicates with lover by pouring milk into stream. R121.9. Stream carries communication between prisoner and rescuer.

H142. *Recognition by token—mouth-harp left by bed.* Chinese: Graham.

H145. *Identification by magic hand.* India: Thompson-Balys.

H147. *Recognition by tobacco-pipe.* Chinese: Graham (H107).

H150. *Circumstances of recognition.* Missouri French: Carrière.
D1648. Tree bends to certain person.

H151. *Attention drawn and recognition follows.*
K1911.3.2. True bride takes house near husband. This eventually secures his attention. K1933. Impostor forces oath of secrecy. Hero or heroine swears not to tell of imposture. L432.2. Impoverished father begs from daughter he has banished: recognized.

H151.1. *Attention drawn by magic objects: recognition follows.* *Type 707; *BP II 380ff.; Italian: Basile Pentamerone Introduction; India: *Thompson-Balys.
D2006.1.1. Forgotten fiancée reawakens husband's memory by detaining lovers through magic. D2006.1.3. Forgotten fiancée reawakens husband's memory by having magic doves converse.

H151.1.1. *Attention drawn by playing marbles with remarkable jewel.* India: Thompson-Balys.

H151.1.2. *Attention drawn by gold and silver decorated mouse:* as princess turns after it, suitor recognizes her. Icelandic: Boberg.

H151.1.3. *Recognition by ability to perform marvels.* Jewish: Neuman; India: Thompson-Balys.

H151.2. *Attention drawn by helpful animal's theft of food from wedding table; recognition follows.* *Type 301, 900; BP I 443ff.; *Philippson FFC L 53; *Fb "mad" II 525a.
B580. Animal helps man to wealth and greatness. T136.1. Wedding feast.

H151.3. *Recognition when parents come to son (priest, pope) to be confessed.* *Type 933; *Köhler-Bolte Zs. f. Vksk. VI 173 (to Gonzenbach No. 85); "Baum PMLA XXXI 562 n. 59; Japanese: Ikeda.

H151.4. *Recognition by cup in sack: alleged stolen goods.* Cup is placed in the sack of Joseph's brethren, they are accused of theft; this gives occasion for recognition. *BP I 489; *Fb "sæk" III 720b, "bæger" IV 83a; Spanish Exempla: Keller; Italian: Basile Pentamerone IV No. 10; Jewish: *Neuman; India: Thompson-Balys.
K401. Blame for theft fastened on dupe. K2155. Evidence of crime left

so that dupe is blamed. N733.3. Joseph and his brethren. Elder brothers unwittingly come to maltreated youngest in great need: eventual recognition.

H151.5. Attention attracted by hints dropped by heroine as menial: recognition follows. *Type 510; India: Thompson-Balys.

H13. Recognition by overheard conversation with animals or objects.

H151.6. Heroine in menial disguise discovered in her beautiful clothes: recognition follows. *Type 510; India: Thompson-Balys.

K1816.0.2. Girl in menial disguise at lover's court. Cinderella (Cap o'Rushes) after meeting the prince at a ball (church) flees before identification is possible. Repeated three times.

H151.6.1. Enchanted heroine seen temporarily disenchanted: recognition follows. Italian: Basile Pentamerone II No. 6.

H151.6.2. Recognition because of imperfection of disguise. Type 510; German: Grimm No. 152.

H151.7. Hero's power to transform girl to carnation brings about recognition. *Type 652.

H151.8. Husband attracted by wife's power of healing: recognition follows. *Type 712.

N730. Accidental reunion of families. N741. Unexpected meeting of husband and wife.

H151.9. Abandoned child joins parents in game: recognition follows. Oceanic (New Zealand, Melanesia): Dixon 42 n. 10.

H151.9.1. Abandoned child recognized in game. India: Thompson-Balys.

H151.10. Combat of unknown brothers brings about recognition. Dickson 108 n. 18; Icelandic: Boberg.

N731.2. Father-son combat.

H151.11. Hero is served at table by his unknown son: recognition of his wife follows. English: Wells 130 (Emare). Cf. Chaucer's *Man of Law's Tale*.

K1816. Disguise as a menial.

H151.12. Geese tell of beauty of their mistress and bring about recognition. *Type 533; Köhler-Bolte I 347; Italian: Basile Pentamerone IV No. 7.

K1816.5. Disguise as goose-girl.

H151.13. Disguised hero's golden hair discovered by spying princess. Type 314.

H151.14. Tears fall on person below and indicate presence of those above (on cliff, tree, etc.).

H135.1. Recognition by trimmed leaf thrown from tree hiding place.

H151.14.1. Recognition by tear falling from tree where girl has been abandoned. India: *Thompson-Balys; N. A. Indian (California): Gayton and Newman 77.

H135. Leaf (chip) sent down stream as a warning to one below.

H151.15. Seller of trinkets tells of heroine's address of son as "tiger's son" and brings about recognition of true bride. India: Thompson-Balys.

H152. Recognition through accidental encounter.

H152.1. Poor people given alms: one of them recognized. India: *Thompson-Balys.

H152.1.1. *Woman entertains every traveler in the hope of finding her husband.* India: Thompson-Balys.
 H11.1.1. Recognition at inn where all must tell their life histories. N741. Unexpected meeting of husband and wife. S481. Outcast wife at last united with husband and children.

H152.2. *Impoverished husband in service of wife recognized.* India: Thompson-Balys.
 L432. Impoverished husband begs from wife's new husband. He has formerly refused this man charity.

H152.3. *Abandoned wife recognized among workers.* India: Thompson-Balys.

H153. *Outcast wife (children) builds castle identical with king's, invites him, and is recognized.* India: *Thompson-Balys.

H154. *Recognition of abandoned child when parent comes to him for relief from famine.* Jewish: Neuman; India: *Thompson-Balys.
 M312. Prophecy of future greatness for poor youth. M371.1. Exposure (murder) of child to avoid fulfillment of prophecy of future greatness.

H155. *Abandoned queen invites all to forest, gives appropriate food to her persecutors, and is recognized.* India: Thompson-Balys.

H157. *King finds note with children in casket floated down river identifying them as his.* (Cf. S141.) Buddhist myth: Malalasekera II 526.

H161. *Recognition of transformed person among identical companions.* Prearranged signals. *Type 313, 325; *BP II 29, 516ff.; *Fb "hest" I 598b; *Köhler to Gonzenbach II 246. — Missouri French: Carrière; Hindu: Keith 142; India: *Thompson-Balys; N. A. Indian: *Thompson Tales 340 n. 224.
 D699.14. Transformation of woman to fly so as to help hero pick out weapons from among many. H312.3. Suitors chosen with feet as only part seen. H324. Suitor test: choosing princess from others identically clad. H1623.19. Task: bringing bundle of faggots without rope to tie them. Helpful snake coils himself about them.

H161.0.1. *Recognition of person among identical companions.* Irish myth: *Cross; Chinese: Graham.
 F377. Persons identical in appearance. H324. Suitor test: choosing princess from others identically clad.

H162. *Recognition of disguised princess by bee lighting on her.* Fb "bi" IV 36b; Italian Novella: Rotunda; India: Thompson-Balys; Japanese: Ikeda.
 B699.2. Animal helps person pass test.

H162.1. *Insect points out deity by settling where he is.* Africa (Ekol): Talbot 18.

H162.2. *King selected by having a cricket light on his head.* Cheremis: Sebek-Nyerges.

H162.3. *Recognition of disguised princess by bull.* Africa (Madagascar): Renel I 144ff. No. 26, 148ff. No. 27.

H163. *Recognition of own cow in herd of twenty thousand.* Hornet helper. Africa: Werner African 154.

H165. *Father recognizes son after having thrown him in oven.* Marquesas: Beckwith Myth 482.

H171. *Animal (object) indicates election of ruler.* *Egerton JAOS XXXIII 158; *Chauvin VI 75 No. 239; Irish: Beal XXI 309.
 B150. Oracular animal. D131. Magic object used for divination. H31.1.

Recognition by unique ability to dislodge sword. H41. Recognition of royalty by personal characteristics. H71. Marks of royalty. P111. Choice of kings by divine will.

H171.1. King selected by elephant's bowing to him. *Penzer V 175ff.; "Hartland Ritual and Belief (1914) 290ff.; *Christiansen FFC XXIV 124; Paris Zs. f. Vksk. XIII 6 n. 8. — India: *Thompson-Balys.
 N683. Stranger accidentally chosen king. Picked up by sacred elephant. T63. Princess's husband selected by elephant's bowing to him.

H171.1.1. Elephant raises girl three times to be king's wife. India: Thompson-Balys.

H171.2. Bird indicates election of king (pope). *Type 671; *BP I 325; Fb "pave" II 793a; *Loomis White Magic 66; India: *Thompson-Balys.
 B152. Animal selects unknown person.

H171.3. Horse indicates election of emperor. *Howey Horse in Magic and Myth 157; Penzer IV 104, V 176; Herodotus II cap. 84—87; Herbert III 210; Oesterley No. 270.

H171.4. Man before whom riderless car stops chosen king. *Penzer V 175ff.

H171.4.1. Man before whom oxen stop chosen king. India: Thompson-Balys.

H171.5. Stone of destiny (Lia Fáil). Roars out under rightful king. (Cf. H71.) Irish myth: *Cross.
 D991. Magic stone. D1311.16. Oracular stone. G303.8.11. Devil in a stone. H251.2. Stone of truth.

H171.6. Pope selected by chair moving toward candidate. Irish: O'Suilleabhan 27 (b).

H172. Animal will serve only certain man.

H172.1. Horse will permit only certain man to ride him. India: Thompson-Balys.
 H115. Taming wild animals.

H173. Disguised man recognized by dog. Greek: Fox 139; India: *Thompson-Balys.

H173.1. Chieftain recognized by faithful swineherd. Irish myth: Cross. K1812. King in disguise. P412.2. Swineherd.

H173.2. Chieftain recognized by former captive. Irish myth: Cross.

H173.3. Animal first to recognize his returned master. *Boje 105, 108ff.; Icelandic: Boberg.

H175. Recognition by "force of nature". Unknown member of family immediately and magically recognized. *Dickson 16f., 69 n. 17; Irish myth: *Cross; Jewish: Neuman; India: Thompson-Balys; N. A. Indian (California): Gayton and Newman 86.

H175.1. Recognition of son by gushing up of milk in mother's breasts. *Cosquin Etudes 199ff., 238; *Chauvin V 13 No. 8; India: *Thompson-Balys.
 H495. Mother test. J1142.1. Test of mother by weighing milk. T592. Milk suddenly appears in woman's dry breasts.

H175.2. Child mystically recognizes woman as his mother. Chinese: Graham.

H175.3. *Sick prince's pulse beats violently when his loved one passes by.* India: *Thompson-Balys.

H175.4. *Fire issues spontaneously from fireless hearth when man approaches.* India: *Thompson-Balys.

H175.5. *Ghost of unknown child passes over heads of parents and bursts in a spray of blood.* Eskimo (Greenland): Rasmussen III 183.

H181. *Recognition by unmasking.* *Type 900; India: Thompson-Balys.

H182. *Beating brings about outcry and recognition.* India: Thompson-Balys.

H183. *Identification by nurse.* Long-missing person identified by his childhood nurse. Italian Novella: Rotunda.

H184. *Recognition by miraculous sight of seer (saint).* Irish myth: Cross; Greek: Fox 119 (Cassandra).

H186. *Hero spits twice at his wife as sign of recognition.* Chinese: Graham.

H187. *Recognition by servant: saves master from death.* Italian Novella: Rotunda.

H188. *Princess appears before crane (who had demanded her in marriage) and is recognized by him despite loathly disguise.* India: Thompson-Balys.

B620.1. Daughter promised to animal suitor. K521.4.3. Man in danger of life dressed by hostess as woman and set to grinding corn. T216. Faithfulness of married couple in misfortune. S250. Saving the promised child.

H192. *Recognition by supernatural manifestation.* Jewish: Neuman.

H192.1. *Recognition of man acceptable to God: knife leaps into his hand.* Jewish: *Neuman.

H200—H299. Tests of truth.

B130. Truth-telling animals. D1316. Magic object reveals truth. J1140. Cleverness in detection of truth.

H210—H239. TESTS OF GUILT OR INNOCENCE

H210. *Test of guilt or innocence.* Icelandic: Boberg.

D797. Disenchantment as proof of truth. D1318. Magic object reveals guilt. D1318.2.1. Laughing fish reveals unjust judgment. D1817. Magic detection of crime. E631.0.5. Tree from innocent man's blood. H37.2.1. Severed finger as sign of crime.

H210.1. *Guilt or innocence of souls tested by bridge.* Irish myth: Cross.

H211. *Criminal detected by having child hand knife to him.* *Type 950; Köhler-Bolte I 202.

H481.1. Infant indicates his unknown father by handing him an apple.

H215. *Magic manifestation at execution proves innocence.* Types 451, 710; Irish: Beal XXI 316; German: Grimm Nos. 3, 6, 120; Spanish Exempla: Keller.

N650. Life saved by accident.

H215.1. *Sword magically changed to wood when executioner is to decapitate innocent person.* Chauvin V 173 No. 96 n. 1.

D473.1. Transformation: sword to wood.

H215.2. *Gallows rope breaks when innocent person is hanged.* Irish: O'Suilleabhan 44.

H215.3. *Grass refuses to grow: indication of innocence of man hanged there.* (Cf. E631.2, F974.) U.S., Wales: *Baughman.

H215.4. *Ineradicable handprint as indication of innocence.* (Cf. D1654.3.) U.S.: Baughman.

H216. *Indications of innocence.*

H216.1. *Garden filled with flowers on innocent girl's approach.* India: Thompson-Balys.

H216.2. *Voice from heaven testifies to innocence of accused.* (Cf. F966.) Jewish: *Neuman.

H216.3. *Church door opens magically, as proof of priest's innocence.* Irish: O'Suilleabhan 29.

H217. *Decision made by contest.* India: Thompson-Balys; Japanese: Ikeda; Korean: Zong in-Sob 195; Philippine: Fansler MAFLS XII 137.

H217.1. *Decision of victory by single combat between army leaders.* (Cf. H218.) Icelandic: *Boberg.

H217.2. *Decision by single combat or holmgang of who is to marry girl.* Icelandic: *Boberg.

H217.3. *Holmgang to decide owner of gold.* Icelandic: *Boberg.

H217.4. *Holmgang to decide who is to be king.* Icelandic: *Boberg.

H218. *Trial by combat.* Guilt or innocence established in judicial combat. Thien Motive 41f.; *Schoepperle II 338ff.; Dickson 74, 77 n. 38, 78 n. 40, 130f., 153, 174, 226; *Ashdown Modern Lang. Review XVII 113ff.; Bell ibid XVIII 22ff.; *Boje 88; *Hibbard 35ff., 132 n. 11. — Irish myth: *Cross; English: Child V 490 s.v. "ordeal", Wells 97 (Chevalere Assigne); Icelandic: *Boberg; Italian Novella: *Rotunda; Jewish: Neuman; Hindu: Tawney I 396.
 H1561.2.1. Holmgang. P513. Criminal may fight against odds rather than be judicially executed.

H218.0.1. *Vindication by champion.* Usually noble lady or king accused. Child II 34—48, 508a, 510b. See also most references to H218.

H218.1. *Judicial combat interrupted by friends of loser.* *Dickson 79 n. 40.

H218.2. *Wrestling to test legitimacy of son.* India: Thompson-Balys. H486. Test of paternity.

H220. *Ordeals.* Guilt or innocence thus established. **Patetta Le Ordalie (1890). *Hdwb. d. Aberg. III 994ff.; Penzer VIII 196 n.; Keith Encyc. Relig. Eth. s.v. "ordeal"; Basset RTP XVII 397, 597, XIX 156ff., XXIII 182. — Irish: *Cross, Beal XXI 317; English: Child V 490 "ordeal"; Icelandic: Boberg; West Indies: Flowers 455.
 B130. Truth-telling animals. D1318. Magic object reveals guilt. D1394.1. Trial by ordeal subverted by carrying magic object. H412. Chastity tested by ordeal. K528. Substitute in ordeal. K1911.3.3. False bride fails when husband tests her.

H221. *Ordeal by fire.* Suspected person must pass through or jump over fire to determine guilt or innocence. Basset RTP VI 631; Scala Celi 6b, 46b Nos. 38, 259; Herbert III 605f., Alphabet Nos. 69, 221, 434; *Gaster Exempla 191 No. 28. — Irish: O'Suilleabhan 71; English:

Child V 490 s.v. "ordeal"; Jewish: *Neuman; India: *Thompson-Balys; Hindu: Keith 128; S. A. Indian (Brazil): Ehrenreich Int. Cong. Americanists XIV 661; Am. Negro (Georgia): Harris Nights 248 No. 42; Jamaica: *Beckwith MAFLS XVII 238 No. 9.

H412.4. Chastity ordeal: passing through fire.

H221.1. *Ordeal by burning coal*. Basset RTP VII 284; Jewish: Neuman.

H221.1.1. *Ordeal: carrying live coals in robe or cloak without harm to garment or bearer*. *Loomis White Magic 34.

D1841.3.2.4. Holy maidens carry glowing embers in their chasubles without suffering harm.

H221.1.2. *Sanctity of person tested by survival in burning house*. Irish myth: *Cross.

H221.1.3. *Sanctity of books tested by throwing them into fire*. Irish myth: *Cross.

H221.2. *Ordeal by hot iron*. *Penzer VIII 195 n. 3, 196 n.; Basset RTP VII 284, 615, VIII 20, 431, 561; Irish myth: *Cross; Icelandic: *Boberg; Spanish Exempla: Keller; India: Thompson-Balys.

H221.2.1. *Ordeal: virgin to pull on hot iron and name men*. Only with guilty will she and he be burnt. India: Thompson-Balys.

H412.4. Chastity ordeal: passing through fire.

H221.2.2. *Ordeal by red-hot iron applied by druids*. Irish myth: *Cross.

H221.3. *Ordeal by burning oil*. Basset RTP VII 282, VIII 20; India: *Thompson-Balys; Chinese: Eberhard FFC CXX 22.

H412.4.2. Chastity ordeal: oath on boiling oil.

H221.4. *Ordeal by boiling water*. Basset RTP VII 281, 616, VIII 561; Irish: *Cross, O'Suilleabhairn 50, Beal XXI 318; Icelandic: Boberg; India: Thompson-Balys.

H221.5. *Ordeal by spitting*. Extinguishing fire is proof of innocence. England: *Baughman.

H222. *Ordeal by water*. Guilt or innocence shown by ability to swim. *Kittredge Witchcraft 232ff., 536ff.; Penzer VIII 1951; Basset RTP VII 285; "Fb "svommna" III 695b, "vand" III 999b, "vandprøve" III 1005b; Loomis White Magic 41. — Irish myth: *Cross; Greek: Frazer Pausanias III 388; Lithuanian: Balys Index No. 3664; Jewish: Neuman; India: Thompson-Balys; West Indies: Flowers 456.

H222.0.1. *Ordeal by water applied by druids*. Irish myth: *Cross.

H222.1. *Legitimacy of children tested by dipping them in river*. English: Child I 271 n.

T642. Test of legitimacy of children: exposure to asps. Asps will bite only foreigners.

H222.2. *Ordeal by holy water*. If simpleton closes his eyes to holy water he is possessed; if he laughs he is merely an idiot. U.S.: Baughman; Italian Novella: Rotunda.

D1242.1.2. Holy water as magic object. VI32. Holy water.

H222.3. *Guilt or innocence shown by effect of enchanted water*. Irish myth: Cross.

H222.4. *Sanctity of books tested by throwing them into water*. Irish myth: Cross.

H223. *Ordeal by poison*. Penzer VIII 196 n.; Basset RTP VI 631, VII 278, 616; Irish myth: *Cross; Jewish: Neuman.

H224. *Ordeal by crocodiles (snakes).* Judgment depends on whether person is devoured or rejected by crocodiles. Bassett RTP VII 286; English: Child V 490 "ordeal."

H224.1. *Ordeal by kissing poisonous serpents.* Irish: O'Suilleabain 46.

H225. *Ordeal by rope-walking.* Africa (Basuto): Jacottet 182, (Eko): Talbot 402; Jamaica: *Beckwith MAFLS XVII 238 No. 9.
K10. Athletic contest won by deception.

H225.1. *Ordeal: walking on ladder of knives.* Chinese: Eberhard FFC CXX 22.

H225.2. *Ordeal: walking on eggs.* Chinese: Eberhard FFC CXX 22.

H226. *Ordeal by balance.* Defendant is weighed twice. He must be lighter second time. *Penzer VIII 195 n. 3.

H227. *Ordeal: carrying murdered man's blood.* Must not spill it. Fb "blod" IV 47b.

H228. *Ordeal by creeping under a sod partially detached from the earth without its falling down.* Icelandic: *Boberg.

H232. *Ordeal by bread and cheese.* Declaration; if I am not innocent may I choke on bread and cheese. Kittredge Witchcraft 237f., 543 nn. 85—91; England: *Baughman.
H232. Act of truth.

H233. *Ordeal: taking stone out of bucket.* Color indicates guilt or innocence. Irish myth: *Cross.

H233.1. *Ordeal: names of suspected persons are placed in chalice on altar: the one to whom the lot falls is guilty.* Irish myth: Cross.

H234. *Scales test: weighing witch against Bible.* England, U.S.: *Baughman.

H235. *Ordeal: cock under pot crows when guilty person touches pot.* England: *Baughman.

H236. *Ordeal by exposure.* (Cf. S141, S331.) India: Thompson-Balys.

H240. *Other tests of truth.* Icelandic: Boberg.

H241. *Worn-out shoes as proof of long journey.* *Köhler-Bolte I 574f.; Fb "sko" III 288b; Icelandic: Saga och Sed 1940 p. 35, *Boberg; Spanish: Espinosa Jr. No. 114.
F1015. Extraordinary occurrences connected with shoes. H1125. Task: travelling till iron shoes are worn out. H1231. Large boot-supply for journey. H15831. Time measured by worn iron shoes. Q502.2. Punishment: wandering till iron shoes are worn out.

H242. *Credential tests: proof that messenger comes from certain person.* Africa (Fjort): Dennett 75 No. 16.
H82. Identifying tokens sent with messenger.

H242.1. *Riding speckled horse as credential test.* Irish myth: Cross.

H243. *Nature fruitless if false judgment is passed.* Irish myth: Cross; India: Thompson-Balys.
D2081. Land made magically sterile.

H244. *Person magically disfigured when he speaks falsely.* Irish myth: *Cross.
Q551.8. Deformity as punishment.

H245. Casting lots as truth test. Irish myth: *Cross.

H245.1. Incantation which when recited over certain "lots" causes them to distinguish between guilt and innocence. Irish myth: Cross.

H248. Test of death: to see whether person is dead or feigning. English: Child V 3, 6, 498 s.v. "tests"; Africa (Mpongwe): Nassau 16ff. Nos. 1, 3, 3 version 2; (Basuto): Jacottet 14 No. 1.

H248.1. Sham-dead person tested by hot lead poured on hand. *Wessel-ski Märchen 197.

J1142. Pseudo-scientific methods of detecting.

H248.2. Sham dead tested by stinging insects down back. Africa (Yaunde): Heepe 253ff. No. 31.

H248.2.1. Crocodile masking as dead obeys suggestion that he make flesh quiver. India: Thompson-Balys.

K607.2. Crocodile masking as log obeys suggestion that he move upstream.

H248.3. Sham dead tested by pricking. Italian Novella: Rotunda; Jewish: Neuman.

J1149.7. Thief posing as corpse detected by pricking soles of his feet.

H248.4. Test of death by putting burning wood in the mouth of fallen warriors. Icelandic: Boberg.

H248.5. Sham dead detected by batting eyes. India: Thompson-Balys.

H251. Test of truth by magic object.

D1316. Magic object reveals truth. H412. Chastity tested by ordeal. K1513. The wife's equivocal oath.

H251.1. Bocca della Verità. Person swearing oath places hand in mouth of image. If oath is false the hand is bitten off. *Bolte Reise der Söhne Giaffers 216; *Pauli (ed. Bolte) Nos. 8, 206; *Krappe Nuovi Studi Medievalli II fasc. I (1925); *Spargo Virgil the Necromancer 207ff.; English: Child I 269, 270 n., cf. Alphabet No. 418; Italian Novella: *Rotunda.

D1368. Magic statue. D1311.7.1. Oracular artificial head. D1318. Magic object reveals guilt. D1621. Image renders judgments. H411.9. Magic statue as chastity test. K428. Magic statue betrays a thief by indirection. M100. Vows and oaths.

H251.1.1. Oath of truth before magic lion. If oath is false perjurer is dismembered. India: Thompson-Balys.

B186. Magic lion.

H251.2. Stone of truth. When one stands on it he must utter truth. Fb "sten" III 554b; *Loomis White Magic 132. — Irish: Plummer civil, *Cross.

D931. Magic rock (stone). D1316.1. Stone reveals truth. H411.9.1. Magic statue (idol) turns black in presence of unchaste woman. M100. Vows and oaths.

H251.2.1. Stone cannot be moved by one who speaks falsehood. Irish myth: Cross.

D1654. Immovable object.

H251.2.2. Magic stone detects perjury: sheds water. Irish myth: Cross. F890. Extraordinary rocks and stones.

H251.2.3. Stone on which saint was born pours forth water when perjury

is committed under it. "But if (the) oath be true, the stone remains in its proper nature." Irish myth: Cross.

H251.3. Other magic object tests truth.

H251.3.1. Tree tests perjury. Irish: Plummer cliii, Cross.

H251.3.2. Thief detected by psalter and key. Closed Bible with key inside at magic text loosely held by diviner and client. Name of suspected thief on end of key. As verse is spoken, if name is that of thief, book and key will turn around. Kittredge Witchcraft 196 nn. 65-82. D1176. Magic key. D1266. Magic book.

H251.3.3. Thief detected by sieve and shears. Sieve put on open shears and then grasped by two fingers so as to balance. Charm recited. If sieve trembles when name is called, that person is guilty. Kittredge Witchcraft 198ff. nn. 83-94; England: Baughman; Danish: Kristen-sen Danske Sagn VI (1900) 389ff., (1936) 188ff.

D1163. Magic shears. D1273. Magic charm.

H251.3.4. Stick with money in it breaks and betrays thief who swears his innocence. Hdw. d. Märchens I 248a; *Zachariae Zs. f. Vksk. XXXIII 78; Chauvin II 129; BP IV 323, 389; Jewish: Gaster Exempla No. 121, *Neuman.

J1161.4. Money in the stick. Before swearing, the cheater hands a stick containing the stolen money to the man he has stolen it from. He then swears that he has repaid it.

H251.3.5. Oath taken before image. If oath is false the image turns around (or changes color). Italian Novella: *Rotunda.

H411.9. Magic statue as chastity test. Moves eyes in presence of unchaste woman.

H251.3.6. Chain around neck tests truth. Tightens when wearer speaks falsehood. Irish myth: Cross.

K1078. Magic chain (ornament).

H251.3.7. Magic object cast on water sinks if person is guilty. Irish myth: Cross.

H251.3.8. Magic object clings to hand of guilty person. Irish myth: *Cross.

D1413.14. Magic cauldron (cup) to which one sticks. D2171.1. Object magically attaches itself to a person. H411.2. Magic cup as chastity test: sticks to hands of adulterer. Q551.2.1. Magic adhesion to object as punishment for opposition to holy person.

H251.3.9. Magic spring detects perjury: disfigures perjurer. Irish myth: Cross.

D1403. Magic object maims.

H251.3.9.1. Magic spring detects parricide and idolatry. Irish myth: Cross.

H251.3.9.2. Well rises for sheep only for rightful owner. Jewish: Neuman. D926. Magic well. D1651. Magic object obeys master only.

H251.3.10. False judgment by judge causes fruit to fall. Just judgment by judge causes fruit to be perfect. Irish myth: Cross.

H251.3.11. Pig that can be boiled only after four true stories are told. Irish myth: *Cross.

H251.3.12 Truth-testing vessel. Irish myth: *Cross.

H251.3.13. *Magic cup as test of truth and falsehood.* Irish myth: Cross.

H251.3.14. *Calumniated princess' dead body fails to rot; accuser repudiated.* India: Thompson-Balys.

K2110. Slanders.

H252. *Act of truth.* Person asserts a thing as true declaring: "If my words are true, may this or that happen." W. J. Rees Lives of the Cambro-British Saints 193; J. P. Collier Old Shakespeare Society XIV 82; Alphabet Nos. 35, 486; *Burlingame Journal of the Royal Asiatic Society (July 1917) 429ff.; Fb "Ildebrand" II 13. — Irish myth: *Cross; Icelandic: "Boberg; Jewish: *Neuman; India: *Thompson-Balys, *Penzer II 31ff., III 179ff., IV 239 n. 3; Buddhist myth: Malalasekera I 23, 96, 151, 490, 531, 707, 832, II 412, 473, 614, 679, 816, 841, 933, 1060, 1098, 1153, 1258.

H252. *Ordeal by bread and cheese.* H412. Chastity tested by ordeal. N270. Crime inevitably comes to light.

H252.0.1. *Test: telling true stories.* Irish myth: *Cross.

H252.1. *Placing hand on genitals as test of truth.* Irish myth: Cross.

H252.2. *Amount of blood in spittle as test of complete subjection.* Incomplete till all is blood. Irish myth: Cross.

H252.3. *If oath is false, fruit will fall.* (Cf. H251.3.10.) India: Thompson-Balys.

H252.4. *Oath taken on boy's head: boy to die if false.* India: Thompson-Balys.

H252.4.1. *Act of truth: boy falls dead though what has been said is the truth;* when lie is told he is resuscitated. India: *Thompson-Balys.

H252.4.2. *Women swear falsely by their husbands and children, who immediately fall dead.* India: Thompson-Balys.

H252.5. *Act of truth:* island sinks into sea, after hanging of man who has appealed to God to cause the phenomenon as indication of his innocence. (Cf. F948.) U.S.: *Baughman.

H252.6. *Act of truth: cursed church clock never runs correctly.* England: Baughman.

H253. *Oaths before gods as test of truth.* Chinese: Werner 403.

J1521.6. Unjust oath countered by another. M100. Vows and oaths.

H255. *Test: which of twins is elder.* Younger unthinkingly hands chopsticks to elder and thus betrays his junior rank. Burmese: Scott Indo-Chinese 356.

T685. Twins.

H256. *Test of innocence: apple and gold offered.* Innocent person takes apple. Hdwb. d. Märchen I 93a; BP I 203, III 236.

H1557.1. Obedience of sons tested by offering them apple. H1558.0.1.1. Apple test of worthiness for friendship.

H256.1. *Test of child's innocence: onyx stone and coal of fire offered.* (Cf. H501.) Jewish: Neuman.

H257. *Holiness of saint tested: asked to perform miracles.* India: Thompson-Balys.

H257.1. *Grade of holiness tested: one whose candle burns down first.* *Loomis White Magic 129.

H261. *Gold in the Bible.* A man professes to be a great Bible reader. King leaves a piece of money in the Bible. On his next visit it is still there. Anderson FFC XLII 361. Cf. Type 1453.

H262.1. Bride test: key in flax reveals laziness.

H263. *Test of sin.* Irish myth: Cross.

H263.1. *Exposure in boat as test of sin.* Irish myth: Cross.
S141. Exposure in boat.

H264. *Footsteps in manure (dust) as proof that dead man has walked.*
Chinese: Graham.

E436.1. Ghost detected by strewing ashes.

H300—H499. Marriage tests.

H300. *Tests connected with marriage.*
T100. Marriage.

H301. *Excessive demands to prevent marriage.* *Chauvin V 63 No. 19 n. 1; Irish myth: Cross; Spanish Exempla: Keller.
H1504. Test: sleeping naked on floor in cold.

H305. *Task to win ogress' daughter for a bride.* India: Thompson-Balys.
G339.2. Ogre's daughter as helper. H335.0.1. Bride helps suitor perform his tasks. H1381.3.1.2. Quest for bride for oneself.

H310—H350. SUITOR TESTS

H310. *Suitor tests.* A suitor is put to severe tests by his prospective bride or father-in-law. Irish myth: *Cross; Icelandic: *Boberg; English: Wells 16 (Guy of Warwick); Welsh: MacCulloch Celtic 187; Italian Novella: Rotunda; Jewish: *Neuman; India: *Thompson-Balys; Chinese: Graham; N. A. Indian: *Thompson Tales 324 n. 170, 328 n. 186; S. A. Indian (Tropical Forests): Lowie BBAE CXLIII (3) 55, (Carib): Alexander Lat. Am. 264; Africa: Werner African 153f., (Benga): Nassau 227 No. 34.

B152.2. Fly indicates successful suitor. B587.2. Fly helps loathly suitor pass suitor test. F801.2. Extraordinary companions help hero in suitor tests. H31.12.1. Bridegroom alone able to pluck flower from bride's grave. H311. Princess offered to correct guesser. H311. Three caskets, Princess offered to man who chooses correctly from caskets. H901.1. Heads placed on stakes for failure in performance of task. H1406. Suitor tested by apparent threats to his person. K1616.1. Marooned egg-gatherer. The father-in-law has the youth hunt eggs on an island and deserts him, but the youth outwits him. P41. Princess cannot be married to someone of lowcaste even though he passes suitor test. S110.3. Princess builds tower of skulls of unsuccessful suitors. T30. Wooing. T39. Girl as wooer.

H310.1. *Tests for hero, husband of supernatural (divine) wife.* India: Thompson-Balys.

H310.2. *Brother unwittingly qualifies as bridegroom of sister in test.* India: Thompson-Balys.
N365.3. Unwitting brother-sister incest. T415. Brother-sister incest.

H311. *Inspection test for suitors.* Suitors for princess's hand must present themselves for public inspection. (Cf. H362, T55.7.) Types 314, 502; BP III 111; Krappe Revue Hispanique LXXXI 5ff.; Icelandic: MacCulloch Eddic 104, *Boberg; India: Thompson-Balys.

H312. *Physical and mental requirements for suitors.* Penzer III 66; Irish myth: *Cross; Cape Verde Islands: Parsons MAFLS XV (1) 106 n. 1.

H312.1. *Successful suitor to be without blotches.* Africa (Mpongwe): Nassau 69 No. 15; Jamaica: *Beckwith MAFLS XVII 272 No. 85.

H312.2. *Successful suitor must have gold teeth.* *Fb "tand" III 771a; Spanish: Espinosa Jr. No. 93; Italian: Bassile Pentamerone III No. 1. F513.1. Person unusual as to his teeth. H71.9. Red teeth as sign of royalty.

H312.3. *Suitor chosen with feet as only part seen.* Icelandic: Boberg.

H312.4. *Successful suitor must have whitest hands.* Blacksmith qualifies because of frequent washing of hands. Herbert III 86. F582.3. Remarkably pretty white hands. P447. Smith.

H312.4.1. *Successful suitor must have the prettiest hands; not whitest, but dark with scars and gold rings.* Köhler-Bolte I 90; Icelandic: *Boberg.

H312.5. *Successful suitor must have cheeks like blood, skin like snow and hair like a raven.* (Cf. Z651.) Irish myth: *Cross.

H312.6. *Suitor test: correct wearing of clothes.* India: *Thompson-Balys.

H312.7. *Suitor test: to be able to go through a wall.* Chinese: Graham.

H312.8. *Bridegroom-to-be has to have three pecks, three quarts of gold and an animal with a horn on his head pointing to the sky, and a large red hair.* Chinese: Graham.

H313. *Suitor test: obedience and humility before bride.* India: *Thompson-Balys. H386. Bride test: obedience.

H313.1. *Princess will marry whoever will give her anything she wishes for a month.* India: Thompson-Balys.

H313.2. *Fairy will marry king only if he will either cut off son's head or give up fasting on eleventh day.* India: Thompson-Balys.

H314. *Suitor's sincerity tested.* Chinese: Werner 272.

H314.1. *Suitor's sincerity tested by reporting girl's death.* All but one make excuses for not helping with funeral. Africa (Gold Coast): Barker and Sinclair 85 No. 14.

H314.2. *Suitor's sincerity tested by seven years' banishment.* Heptameron No. 24.

H315. *Suitor test: to whom the princess turns.* Rival suitors sleep with princess. The one she turns to is to have her. They vie in enticements. *Type 621, 850; Köhler-Bolte I 428f.

H315.1. *Suitor test: to make the princess fall in love with him.* India: Thompson-Balys.

H315.2. *Suitor contest: bride offered to suitor giving the token of the greater love.* Italian Novella: Rotunda.

H316. *Suitor test: apple thrown indicates princess's choice.* (Often golden apple.) *Type 502; *BP III 111; Cosquin Contes Indiens 317ff.; Chau-

vin VI 3, *201, VIII 151, "Galtier RTP XIV 65; Fb "guldæble" I 516a; Hdwb. d. Märchens I 93a.

F113.1.1. Golden apple. H331.5.1.1. Apple thrown in race with bride. T50. Wooing.

H316.1. *Orange (lemon) thrown to indicate princess's choice.* Cosquin Contes Indiens 317ff.

H316.2. *Flowers thrown to indicate princess's choice.* Cosquin Contes Indiens 317ff.; Missouri French: Carrière; India: *Thompson-Balys.

H316.3. *Ball (goblet) thrown indicates princess's choice.* Indonesian: DeVries's list No. 216; Persian: Carnoy 341.

H316.4. *Suitor test: garland thrown indicates girl's choice.* India: *Thompson-Balys.

H316.5. *Expressing love by throwing little stones.* India: Thompson-Balys.

H317. *Long term of service imposed on suitor.* India: *Thompson-Balys.

H317.1. *Seven years of service imposed on suitor.* Frazer Old Testament II 342—368; English: Wells 149 (The Squyr of Low Degree), Child I 204—6, 255, V 212b; Italian Novella: Rotunda; Jewish: *Neuman; India: Cowell Jātaka VI 164.

H317.2. *Two years of silence imposed on suitor.* Italian Novella: *Rotunda.

H317.3. *Gardener's son to marry princess if he remains in prison twelve years.* India: Thompson-Balys.

H317.4. *Test of suitor's love and endurance by constant postponing.* Icelandic: Ragnars saga Lodbr. 127—29, Boberg.

H318. *Suitor preferred who will pay enormous sum for bride.* India: Thompson-Balys.

T52. Bride purchased.

H321. *Suitor test: hiding from princess.* She has magic sight. *Types 329, 554; *BP II 365; Köhler-Bolte I 408.

H322. *Suitor test: finding princess.* Type 590; Fb "skjule"; cf. Thompson CColl II 393; Filipino: Fansler MAFLS XII 183; Tuamotu: Stimson (z-G. 13/1241); West Indies: Flowers 457.

H322.1. *Suitor test: finding object hidden by princess.* *Type 507A; Irish myth: Cross.

H322.2. *Suitor test: to get to imprisoned princess in a year's time.* Italian Novella: Rotunda.

H322.3. *Suitor test: bringing leg that fits into dragon claw left by the beloved of the princess.* Icelandic: *Boberg.
H105.1. Dragon-tongue proof.

H322.4. *Suitor test: bringing maiden's lost shoe.* Icelandic: *Boberg.

H323. *Suitor test: learning girl's name.* Africa (Gold Coast): Barker and Sinclair 45 No. 5.
C430. Name tabu.

H324. *Suitor test: choosing princess from others identically clad.* *Type

554; BP II 28; Irish myth: Cross; India: *Thompson-Balys; Indonesia: Dixon 217; Chinese: Graham; Japanese: Ikeda.

D659.14. Transformation of woman to fly so as to help hero pick out weapons from among many. H161. Recognition of transformed person among identical companions. Prearranged signal. H161.1. Recognition of person among identical companions. H118. Task: picking ruby out of tray filled with identical rubies.

H324.1. *Suitor test: choosing sweetheart's sedan chair from thirty others like it.* Chinese: Graham.

H326. *Suitor test: skill.*

H326.1. *Suitor test: aptness in handicrafts.*

H326.1.1. *Suitor test: constructing automatic peacock.* India: Thompson-Balys.

D1620.2. Automatic statue of animal.

H326.1.2. *Suitor test: skill in archery.* India: *Thompson-Balys.

H326.2. *Suitor test: eating a pomegranate without letting a single seed fall.* India: Thompson-Balys.

H326.3. *Suitor test: skill in hunt.* Eskimo (Aleut): Golder JAFL XXII 17.

H326.4. *Suitor test: skill in fishing.* India: Thompson-Balys.

H327. *Suitor test: cleverness and learning.* India: *Thompson-Balys.

H328. *Suitor test: power of endurance.*

H1500. Tests of endurance.

H328.1. *Suitor test: resisting intoxication after much drinking.* India: Thompson-Balys.

K776. Capture by intoxication (or narcotic).

H328.2. *Suitor test: being swung by mustache without shedding tears.* India: Thompson-Balys.

H328.3. *Suitor test: enduring blow from spear.* India: Thompson-Balys.

H328.4. *Suitor test: standing naked in river through a winter night.* India: Thompson-Balys.

H328.5. *Suitor test: bathing in boiling water.* India: Thompson-Balys.

D1841.2. Man proof against boiling water.

H328.6. *Princess to be married to man who withstands twelve years' fight.* India: Thompson-Balys.

H331. *Suitor contests: bride offered as prize.* *Types 513, 514, 900; Philippson FFC L 12f. — Icelandic: Egils saga einhenda ok Asmundar Berserkjabana (FAS III) 366; Finnish: Kalevala rune 3; Italian: Basile Pentamerone I No. 9, *Rotunda; French Canadian: Barbeau JAFL XXIX 18f.; India: *Thompson-Balys; Chinese: Werner 420; Japanese: Ikeda; Oceanic (New Zealand, Tahiti, Cook Group, Society Group): Dixon 61, 64; Eskimo (Aleut): Golder JAFL XXII 17; N. A. Indian: *Thompson-Tales 328n. 186; West Indies: Flowers 437.

K9. Contest won by deception. T63. Princess's husband selected by elephant's bowing to him. T68. Princess offered as prize.

H331.1. *Suitor contest: difficult riding.*

H331.1.1. *Suitor contest: riding up glass mountain.* *Type 530; *BP III 111 n. 3; Köhler-Bolte I 67; Hdwb. d. Märchens II 627ff.; **Boberg Prinsessen på Glasbjærgen (Danske Studier [1928] 16ff.); *Fb "glar-

bjærg" I 459; Krappe The Glass Mountain (Modern Language Quarterly VIII 138—145); India: Thompson-Balys.

F751. Glass mountain. H1114. Task: climbing glass mountain. R111.2.2. Rescue of princess from mountain.

H331.1.2. Suitor contest: riding to fourth story of tower. *Type 530; *BP III 112 n. 1.

H331.1.2.1. Suitor contest: jumping horse over palace. India: Thompson-Balys.

H331.1.3. Suitor contest: riding up mast (spear). *BP III 113 n. 3; N. A. Indian (Chilcotin): Farrand JE II 43.

H331.1.3.1. Suitor test: jumping over high hedge. India: Thompson-Balys.

H331.1.4. Suitor contest: riding across pit. *BP III 113 n. 2.

H331.1.5. Suitor contest: riding through fire. *Panzer Sigfrid 110; Krappe Waberlohe (Archiv für das Studium der neueren Sprachen CLXXXII 10ff.); Icelandic: *Boberg.

H331.1.6. Suitor contest: jumping river on horseback. India: *Thompson-Balys.

H331.1.6.1. Suitor contest: jumping ditches and hedges of spears. India: Thompson-Balys.

H331.1.7. Contest in reaping: best reaper to get beautiful girl as wife. Irish myth: Cross.

H331.2. Suitor contest: tournament. *Type 508; Cosquin Contes Indiens 329ff.; *Liljeblad 39ff.; Dickson 181; English: Wells 147 (Ipomedon); Icelandic: Boberg; Italian Novella: *Rotunda; Jewish: Neuman.

H1561.1. Test of valor: tournament. K3.2. Young knight substitutes for old man. P561. Tournaments. R222. Three Days' Tournament.

H331.2.1. Suitor contest: success in battle. India: *Thompson-Balys.

H331.2.1.1. Suitor contest: bride offered to the one distinguishing himself most in battle. Girl loves both suitors equally. Italian Novella: Rotunda; India: Thompson-Balys.

H331.3. Suitor contest: prize to one whose staff blooms. Told of Joseph in contest for Virgin Mary. *Dh II 265; Jewish: *Neuman.

F971.1. Dry rod blossoms.

H331.4. Suitor contest: shooting. Icelandic: Boberg; India: *Thompson-Balys; Japanese: Anesaki 295, Ikeda; N. A. Indian (Kutenai): Boas BBAE LIX 199 No. 64, (Sahaptin): Farrand MAFLS XI 157 No. 9, (Tsimshian): Boas BBAE XXVII 137, (Wichita): Dorsey CI XXI 130 No. 19, Dorsey Contributions to N. A. Ethnology VI 604, (Pawnee): Grinnell 87 No. 1, Dorsey MAFLS VIII 113 No. 31, 239 No. 60, (Crow): Simms FM II 292 No. 13, (Dakota): Zitkala-Sa Old Indian Legends 77; (Menomini): Skinner and Satterlee PaAM XIII 396 No. 25, (Seneca): Curtin-Hewitt RBAE XXXII 139, 318, 513, 567, (Wyandot): Barbeau GSCan XI 212, (Zufi): Cushing 215; Africa (Gold Coast): Barker and Sinclair 126.

H331.4.1. Suitors contest with bride's father in shooting. Greek: Frazer Apollodorus I 238 n. 1.

H331.4.2. Suitor contest: bending bow of woman's absent husband. Greek: Frazer Apollodorus II 300 n. 3; Japanese: Ikeda.

H331.5. Suitor contest: race. Dh III 145; Irish myth: Cross; Greek: Frazer Apollodorus II 23 n. 5, 160 n. 2; India: Thompson-Balys; N. A. Indian (Salishan): Hill-Tout British North America 229, (Shuswap): Teit JE II 684 No. 22, (Thompson River): Teit MAFLS VI 36 No. 7, (Skykomish): Haebler JAFL XXXVII 383 No. 9, (Achomawi): Curtin JAFL XXII 284 No. 2, (Arapaho): Dorsey and Kroeker FM V 105, (Ponca): Dorsey CNAE VI 333, (Menomini): Skinner and Satterlee PaAm XIII 396 No. 25, (California): Gayton and Newman 92; Africa (Vai): Ellis 189 No. 5; West Indies: Flowers 458.

K11. Race won by deception.

H331.5.0.1. Loser in bride-race must die. Italian Novella: Rotunda; Greek: Frazer Apollodorus II 160 n. 2.

H901. Tasks imposed on pair of death. H901.1. Heads placed on stakes for failure in performance of task. Q411. Death as punishment. S. Unnatural cruelty. S110.3. Princess builds tower of skulls of unsuccessful suitors.

H331.5.1. Race with princess for her hand. *Types 513, 514; Missouri French: Carrière; Italian: Basile Pentamerone III No. 8; Greek: Fox 59. H332.1. Suitor in contest with bride.

H331.5.1.1. Apple thrown in race with bride. Distracts girl's attention, and as she stops to pick it up, suitor passes her. (Atlanta.) Oesterley Gesta Romanorum No. 60; *BP IV 138; Herbert III 193; Italian Novella: *Rotunda; Greek: Fox 59, *Grote I 138.

K11. Race won by deception. R231. Obstacle flight. Atalanta type. Objects are thrown back which the pursuer stops to pick up while the fugitive escapes.

H331.5.1.1.1. Hero's confederate slows down princess with his breath. Extraordinary blower blows against her so that she is retarded and loses race. Italian Novella: Rotunda.

F601.2. Extraordinary companions help hero in suitor tests. F622. Mighty blower.

H331.5.2. Suitor contest: race with bride's father. Irish: MacCulloch Celtic 181; Greek: Frazer Apollodorus II 157 n. 4.

H331.5.3. Suitor test: winning horse-race three times. Hdwb. d. Märchen I 229a n. 3.

H331.5.4. Suitor test: boat race. Eskimo (Aleut): Golder JAFL XXII 17.

H331.6. Suitor contest: wrestling. (Cf. H1562.9.) India: Thompson-Balys; Eskimo (Aleut): Golder JAFL XXII 17.

H331.6.1. Suitor contest: wrestling with bride. N. A. Indian (Wasco): Curtin PAES II 290 No. 2.

H332.1. Suitor in contest with bride.

H331.6.1.1. Princess wins wrestling match with suitor by revealing her breast. He looks and is beaten. Köhler-Bolte I 561.

T251. Finger cut because of absorption in the charms of beloved. The person cutting food cannot take his eyes off the man (woman) opposite him.

H331.7. Suitor contest: aiming with missile. Jamaica: Beckwith: MAFLS XVII 269 No. 82.

H331.8. Suitor contest: splitting antlers. N. A. Indian (Snohomish): Hill-Tout British Assn. Adv. Science (70th meeting) 525.

H331.9. Suitor contest: trapping. N. A. Indian (Shoshoni): Lowie JAFL XXXVII 237 No. 18, (Pawnee): Dorsey MAFLS VIII 178 No. 45, (Gros Ventre): Kroeker PaAM I 80 No. 19.

H331.10. *Suitor contest: carrying one hundred jugs of water from sea to castle in one day.* India: Thompson-Balys.

H331.11. *Princess given to the one confessing all his treachery.* Italian Novella: Rotunda.

H331.12. *Suitor contest: splitting block of wood.* Cheremis: Sebeok-Nyerges.

H331.13. *Suitor contest: cheating.* India: *Thompson-Balys.
H1151. Theft as a task. K300. Thefts and cheats—general.

H331.14. *Suitor contest: trial of strength.* India: Thompson-Balys.
K70. Contest in strength won by deception.

H331.15. *Suitor contest: animal fight.*

H331.15.1. *Suitor contest: cockfight.* India: Thompson-Balys.

H331.15.2. *Suitor contest: bullfight.* India: Thompson-Balys.

H331.16. *Suitor contest: throwing ball up to princess.* India: Thompson-Balys.

H331.16.1. *Suitor contest: throwing iron ball.* India: Thompson-Balys.

H331.17. *Suitor contest: eating one hundred carcasses at a sitting.* (Cf. H1141.) India: Thompson-Balys.

H332. *Suitor in contest with bride or member of her family.* See H331.4.1, H331.5.1, H331.5.2, H331.6.1.

H332.1. *Suitor in contest with bride.*
H331.5.1. Race with princess for her hand. H331.6.1. Suitor contest: wrestling with bride. H345. Suitor test: overcoming princess in strength.

H332.1.1. *Suitor test: duel with bride.* Wesselski Archiv Orientální II 430.

H332.1.2. *Suitor test: to defeat bride in game.* Italian Novella: Rotunda; India: *Thompson-Balys.
K231.8. Girl refuses to pay gambling debt.

H332.1.2.1. *Suitor test: to defeat bride at dice.* India: Thompson-Balys.

H332.1.3. *Suitor test: to defeat bride in harping.* Icelandic: *Boberg.

H332.1.4. *Suitor test: tournament with bride.* Icelandic: Boberg.

H332.1.5. *Shooting contest with bride-to-be.* India: *Thompson-Balys.

H332.2. *Suitor contest with brother-in-law.* Icelandic: *Boberg; S. A. Indian (Chincha): Alexander Lat. Am. 231.

H332.3. *Suitor test: duel with father-in-law.* Icelandic: *Boberg.

H332.4. *Groom and his army have to fight bride's army.* India: Thompson-Balys.

H333. *Girl demands suitor's life (or mutilation).*

H333.1. *Lover has head cut off at girl's desire.* India: Thompson-Balys.
T173. Murderous bride.

H333.2. *Suitor test: tribute of his severed hands.* India: Thompson-Balys.
S161. Mutilation: cutting off hands.

H335. Tasks assigned suitors. Bride as prize for accomplishment. (For nature of tasks see H1000ff.) *Types 313, 502, 513, 514, 518, 570, 577; BP II 87ff., III 267ff., 424ff.; Hibbard 275ff. (Sir Eglamour). — Irish myth: *Cross; Icelandic: *Boberg; Finnish: Kalevala runes 7, 8, 13, 14, 19; Italian Novella: *Rotunda, Basile Pentamerone II Nos. 5, 7; Greek: Frazer Apollodorus I 87 n. 3, II 61 n. 3, Fox 107; Jewish: Neuman; India: *Thompson-Balys; Indonesian: DeVries's list No. 168; Indo-Chinese: Scott Indo-Chinese 290; Chinese: Graham; Japanese: Anesaki 262; Tuamoto: Stimson MS (z-G. 13/174, 13/203, 13/276, 13/317, 13/441, 13/499, 13/730, 13/243, 13/1241); Easter Island: Métraux Ethnology 57; N. A. Indian: *Thompson Tales 324 n. 170; Africa (Mpongwe): Nassau 31 No. 4. (Benga): Nassau 134 No. 15; West Indies: Flowers 458. Cf. Wünsche Teufel 33 (devil).

F601.2. Extraordinary companions help hero in suitor tests. H511. Princess offered to correct guesser. H600. Tasks imposed. H1196. Task: freeing king from clutches of magic doll. Will marry rescuer if a girl. Q112. Half of kingdom as reward. T68. Princess offered as prize.

H335.0.1. Bride helps suitor perform his tasks. *Type 313; Irish myth: *Cross; Icelandic: *Boberg; German: Grimm Nos. 92, 113, 121, 196; Italian: Basile Pentamerone II No. 7, Rotunda; India: Thompson-Balys; Chinese: Graham; Japanese: Ikeda.

G380.2. Help from ogre's daughter (or son). H978. Help in performing tasks. H1233.2.1. Quest accomplished with aid of wife.

H335.0.1.1. Otherworld mistress instructs hero how to perform tasks (imposed by her mother). Irish myth: Cross.

H335.0.1.2. Bride's parents (supernatural) help suitor win in suitor contests. India: Thompson-Balys.

H335.0.2. Girl assigns tasks to her suitors. *DeVries FFC LXXIII 308; Irish myth: *Cross; Italian Novella: Rotunda; Japanese: Ikeda.

H335.0.2.1. Suitor task: to study philosophy for five years. Italian Novella: Rotunda.

H335.0.2.2. Suitor task: prince to learn a trade. Lithuanian: Balys Index No. 949*. P21. Prince must learn a trade.

H335.0.3. Devil as suitor assigned tasks. Lithuanian: Balys Legends Nos. 343f., 345f., 363, 398.

H1121.2. Devil as suitor assigned task to build bridge or dam.

H335.0.4. Suitor tasks announced by inscription on statue. India: Thompson-Balys.

H335.0.5. Goddess assigns task to her mortal suitor. India: Thompson-Balys.

H335.1. Suitor task: avenging bride's father's death before marriage. Icelandic: Boberg.

H335.1.1. Suitor task: avenging bride's former fiancé before marriage. Italian Novella: Rotunda.

H335.2. Suitor task: cutting open magic gourd. Indo-Chinese: Scott Indo-Chinese 290.

D965.2. Magic calabash (gourd).

H335.3. Suitor task: killing ferocious animal.

H1150. Tasks: stealing, capturing or slaying. H1154. Task: capturing animals. H1161. Task: killing ferocious beast. H1360. Quest for dangerous animals.

H335.3.1. *Suitor task: to kill dragon to whom the princess is to be sacrificed.* Italian Novella: Rotunda.
 B11.10. Sacrifice of human being to dragon. B11.11. Fight with dragon.
 T68. Princess offered as prize.

H335.3.2. *Suitor task: killing lion guarding girl.* India: Thompson-Balys.

H335.3.3. *Suitor task: to slay thieving boar.* India: Thompson-Balys.

H335.3.4. *Suitor task: to kill treasure-guarding snake lying around the princess's chamber.* Icelandic: *Boberg.
 B11.6.2. Dragon guards treasure.

H335.3.5. *Task: hero's servant must kill giant pig.* India: Thompson-Balys.

H335.3.6. *Suitor task: killing tiger demons.* India: Thompson-Balys.

H335.3.7. *Suitor task: to kill other monsters.* Icelandic: *Boberg; Tuamotu: Stimson MS (z-G. 13|317).

H335.4. *Suitor task: to defeat enemies.* Icelandic: *Boberg; Cheremis: Sebek-Nyerges.

H335.4.1. *Suitor task: to bring enemy's head.* Icelandic: *Boberg.

H335.4.2. *Suitor task: to overcome robbers.* Chinese: Graham.

H335.4.3. *Suitor task: to kill all earlier suitors.* Icelandic: Boberg.
 M149.3. Vow to kill more successful rival. T92.10. Rival killed.

H335.4.4. *Suitor task: to kill (defeat) unwelcome suitor.* Icelandic: *Boberg.
 F531.5.7.0.1. Giant demands girl, but is killed in duel about her. G550. Rescue from ogre. H317.2. Decision by single combat or holmgang of who is going to marry girl. R111.1.9. Princess rescued from undesired suitor.

H335.5. *Suitor task: to bring back food as a marriage present.* Chinese: Graham.

H335.6. *Suitor task: making weather calm.* (Cf. D2141.0.8.1.) Tonga: Gifford 176.

H335.6.1. *Suitor task: controlling violent tide.* Tuamotu: Stimson MS (T-G. 3|730).

H336. *Suitors assigned quests.* *Types 513, 514; Irish myth: *Cross; English: Wells 115 (Sir Eglamore); German: Grimm Nos. 6, 62, 93, 96, 97, 106, 137, 163, 197; Icelandic: *Boberg; Africa (Fjort): Dennett 74.
 H1210. Quest assigned.

H336.1. *Prospective father-in-law requires that suitor for his daughter's hand visit foreign country (otherworld?) to learn feats of arms.* Irish myth: *Cross.

H336.2. *Suitor required to catch wild animals.* (Cf. H335.3.) Irish myth: *Cross.

H338. *Suitor test: faithfulness.* India: Thompson-Balys.

H338.1. *Suitor test: keeping princess's secret.* India: Thompson-Balys.

H341. *Suitor test: making princess laugh.* Sad-faced princess has never laughed. *Types 559, 571, 1642; *BP I 59, 61, II 39ff., 454 n. 1; *Bolte

Zs. f. Vksk. XXVI 89 n. 1; Italian: Basile Pentamerone Introduction, I No. 3; India: *Thompson-Balys.
C460. Laughing tabu.

H341.1. Princess brought to laughter by people sticking together. *Type 571; India: Thompson-Balys.
D2171.5. Persons magically stick together.

H341.2. Princess brought to laughter by small animals. *Type 571; Italian: Basile Pentamerone III No. 5.
D2171. Magic adhesion.

H341.3. Princess brought to laughter by foolish actions of hero. *Type 571; *Bole Zs. f. Vksk. XXVI 89 n. 1; Italian: Basile Pentamerone I No. 3.

H341.3.1. Princess brought to laughter by indecent show made in quarrel with old woman at well. Italian: Basile Pentamerone Introduction.
Z181. Nudity as sign of anger.

H342. Suitor test: outwitting princess.

H507.1. Princess offered to man who can defeat her in repartee, H508.2. Bride offered to man who can find answer to question, H511.1. Three caskets. Princess offered to man who chooses correctly from three caskets, H551. Princess offered to man who can out-riddle her, J111.1. Princess skillful in argument.

H342.1. Suitor test: forcing princess to say, "That is a lie." *Type 852; BP II 506; *Fb "Løgn" II 513a; Japanese: Ikeda.

H507.2. Test: making senseless remarks, King brought to say, "What is the sense in that?" K1271.1.2. Princess made to speak desired words when hero threatens to report (falsely) her amorous conduct. X900. Humor of lies and exaggeration.

H343. Suitor test: bringing dumb princess to speak. *Type 945; BP III 53ff.; *Gründwald Hessische Blätter f. Vksk. XXX 317; India: *Thompson-Balys; Africa (Yoruba): Ellis 263; Jamaica: Beckwith MAFLS XVII 279 No. 95; Cape Verde Islands: Parsons MAFLS XV (1) 277 n. 1.

F569.3.1. Silent princess. F564.2.1. Dumb princess is brought to speech by telling a tale ending with a question to be solved. H1194.0.1. Task: causing silent person to speak.

H343.0.1. Princess to marry man who can make her speak to him in all watches of the night. India: Thompson-Balys.

H343.1. Dumb princess brought to speak by shepherd who insults her. Spanish: Boggs FFC XC 105 No. 860; India: Thompson-Balys.

H343.2. Silent princess gives right answer when talking monkey is given wrong one by suitor-prince. India: Thompson-Balys.

H344. Suitor test: entering princess's chamber. *Type 854.
K1341. Entrance to woman's room in hollow artificial animal.

H344.1. Princess to marry man who can give her correct account of what happened in her bedchamber. India: Thompson-Balys.

H345. Suitor test: overcoming princess in strength. *Type 519.
H332.1. Suitor in contest with bride. T58. Wooing the strong and beautiful bride.

H345.1. Suitor test: lifting strong princess's giant weapon. *Type 519.

H345.2. Suitor test: riding strong princess's horse. *Type 519.

H346. *Princess given to man who can heal her.* *Types 610, 613; *Christiansen FFC XXIV 98; BP III 267ff.; Italian Novella: Rotunda; India: *Thompson-Balys; Japanese: Ikeda; S. A. Indian (Chincha): Alexander Lat. Am. 231.
 Q84. Reward for cure. Q112. Half of kingdom as reward. T68. Princess offered as prize.

H346.1. *Maiden queen promises herself to the man who heals her husband and kills his bewitcher.* Icelandic: Boberg.

H347. *Suitor test: to consort with princess without sleeping.* Suitors are given sleeping potion. Italian Novella: Rotunda; India: Thompson-Balys.
 K875. Sleeping potion given to man who is to pass the night with girl.

H351. *Suitor test: to live on small amount of food.*

H351.1. *Suitor test: to live on as much food as can be piled on a leaf.* India: Thompson-Balys.

H352. *Suitor test: to make garden bloom in winter.* (Cf. M261.1.) Italian Novella: "Rotunda."
 D961.1. Garden produced by magic. D1664. Garden which blooms in winter.

H353. *Suitor test: to plunge into a stream.* Italian Novella: Rotunda; India: Thompson-Balys.

H355. *Suitor test: finding an extraordinary object.* India: Thompson-Balys.
 H1320. Quest for marvelous objects or animals.

H355.0.1. *Who will find the most marvelous thing?* Each finds some marvelous thing. It turns out, that to save the girl's life all the things must be used together. Lithuanian: Balys Index No. 467*.
 H821. Skillful companions create woman.

H355.1. *Suitor test: finding a cow with silver horns.* Cheremis: Sebeok-Nyerges.

H355.2. *Suitor test: finding a hog with silver bristles.* Cheremis: Sebeok-Nyerges.

H355.3. *Suitor test: bringing marvelous tree.* India: *Thompson-Balys.

H355.4. *Suitor test: obtaining flowers.* India: *Thompson-Balys.

H355.5. *Suitor test: obtaining for bride a necklace like her mother's.* India: Thompson-Balys.

H355.6. *Suitor test: to get wedding dress so fine that it will go through ring.* India: Thompson-Balys.
 F821.2. Dress so fine that it goes in nutshell.

H359. *Other suitor tests.*

H359.1. *Suitor test: building causeway.* (Cf. H1131.) Irish myth: *Cross (H345.3).

H359.2. *Suitor test: clearing land.* Icelandic: Boberg.

H360—H388. BRIDE TESTS

H360. *Bride test.* Irish myth: *Cross.

D735.4.1. Girl disenchants animal husband by enduring his embraces

without fear. H461. Test of wife's patience. H1886. Beauty contest. K95. Finger-drying contest won by deception. K1984. Girls keep up appearances to deceive suitors as to their desirability. T50. Wooing. T68. Princess offered as prize. T131. Marriage restrictions. W31. Obedience. Will3. The lazy wife. X756. The mother trains the old maid to speak properly. X760. Jokes on courtship.

H361. *Ring (jewel) bride test*. Hero will marry girl possessing certain ring or jewel. Cox 505.

H94. Identification by ring.

H362. *Bride chosen from girls assembled at feast*. (Cf. H311.) German: Grimm No. 21.

H363. *Deceased wife marriage test*. Man will marry woman meeting certain specifications prescribed by his deceased wife. *Type 610B; Cox 53—79 *passim*.

M255. Deathbed promise concerning the second wife. S31. Cruel step-mother.

H363.1. *Bride test: wearing deceased wife's clothes*. *Type 510B; Cox 53—79 *passim*; Fb "kjole" II 142.

H363.2. *Bride test: wearing deceased wife's ring*. Italian Novella: Rotunda.

H365. *Bride test: size of feet*. Hindu: Tawney II 356.

H366.1. Slipper test.

H373. *Bride test: performance of tasks*. *Type 875; Italian: Basile Pentamerone IV No. 4; India: Thompson-Balys; Chinese: Graham.

F301.4. Tasks set maid by elfin knight before she can marry him. H335. Tasks assigned suitors. H552. Man marries girl who guesses his riddles. H900. Tasks imposed. H916.1. Tasks imposed because of wife's foolish boast.

H375. *Bride contest: game*.

H375.1. *Game of hide and seek with seven princesses to determine which is to be hero's wife*. India: Thompson-Balys.

H375.2. *Man marries girl bringing his clothes soonest*. India: Thompson-Balys.

H375.3. *Bride test: procuring food plants in shortest time*. S. A. Indian (Toba): Métraux MAFLS XL 44, 45.

H381. *Bride test: thrift*. *Types 1451, 1452.

H381.1. *Bride test: making dress from wasted flax*. *Type 1451; BP III 239.

H381.2. *Bride test: thrifty cutting of cheese*. Three girls tested. First eats rind and all, second cuts away good cheese, third cuts away just enough. Type 1452; BP III 236; Hdwb. d. Märchens I 92b.

H381.2.1. *Bride test: thrifty peeling of apple*. Hdwb. d. Märchens I 92b.

H381.2.2. *Bride test: thrifty scraping of bread tray*. North Carolina: Brown Collection I 702.

H382. *Bride test: industry*. Eskimo (Greenland): Rasmussen I 259. Will1. Laziness.

H382.1. *Bride test: key in flax reveals laziness*. Suitor hides key in flax on spinning wheel. Finds it there next day. Type 1453; BP III 236. H261. Gold in the Bible.

H383. *Bride test: domestic skill.* India: Thompson-Balys.

H383.1. *Bride test: bread-making.* Africa (Kaffir): Theal 52.

H383.1.1. *Bride test: bread-making—dough under fingernails.* After three weeks the girl still has dough under her fingernails. Type 1453***; Russian: Andrejev No. 1453*; Lithuanian: Balys Index No. 1454.*
W115.1. The slovenly fiancée.

H383.1.2. *Bride test: cooking griddle cakes.* India: Thompson-Balys.

H383.2. *Bride test: cloth-working.*

H383.2.1. *Bride test: spinning — girl cannot use spinning-wheel.* India: *Thompson-Balys.

H383.2.2. *Bride test: weaving magic cloth, sewing magic shirt.* Icelandic: Boberg.

H383.2.3. *Bride test: sewing a shirt for bridegroom's father.* Cheremis: Sebek-Nyerges.

H383.3. *Bride test: skillful sweeping.* India: Thompson-Balys.

H383.4. *Bride test: cooking.* India: *Thompson-Balys; Chinese: Graham.

H383.4.1. *Bride test: ale brewing.* Icelandic: Boberg.

H383.5. *Bride test: cutting up a monster fish with scaly hide.* India: Thompson-Balys.

H384. *Bride test: kindness.* Jewish: Neuman.

D733. Loathly bridegroom. Woman disenchants loathsome man by embracing him.

H384.0.1. *Suitor chooses kindly girl.* N. A. Indian (California): Gayton and Newman 75.

H384.1. *Bride test: kindness—father-in-law disguised as beggar.* Type 1455.

K1817.1. Disguise as beggar.

H384.1.1. *Wealthy (handsome) suitor disguised as beggar to test bride's kindness.* India: Thompson-Balys; Chinese: Graham; S. A. Indian (Caraja): Métraux MAFLS XL 49.

H384.1.2. *Prince disguised as a madman to test bride's character.* India: Thompson-Balys.

K1818.3. Disguise as madman (fool).

H385. *Bride test: greediness.* Type 1454*.

H386. *Bride test: obedience.* *Type 901.

H313. Suitor test: obedience and humility before bride. H473. Test of wife's obedience. H1597. Tests of obedience. N12. Wager on the most obedient wife. T251.2. Taming the shrew. W31. Obedience.

H386.1. *Bride test: to allow oneself to be beaten with shoe.* India: *Thompson-Balys.

H387. *Bride test: constancy.*

H387.1. *Bride's constancy tested by seven year's mourning over supposed dead lover.* English: Wells 151 (The Squyr of Lowe Degré).

H388. *Bride test: wisdom (cleverness).* Irish myth: Cross; India: *Thompson-Balys.

H382. Man marries girl who guesses his riddles.

H400—H459. CHASTITY TESTS

H400. Chastity test. Various means are employed to test a woman's (or man's) chastity. *Types 870, 870A; *Bédier Fabliaux 465; Dunlop-Liebrecht 85; Child I 258—71, 507a, II 502, III 503, IV 454a, V 215f., 289a; *Cross MPh X 289; Heinrich von dem Türlin Diu Crone, lines 917f.; Clouston Tales I 173ff. — Irish myth: *Cross; Jewish: *Neuman; Arabian: Burton Nights V 271, 278, VII 259, IX 252ff.; India: Thompson-Balys, Penzer I 167, *Tawney I 86 n., 329, 487, *II 601 n.; Chinese: Werner 269; Hawaii: Beckwith Myth 516, 535; Samoa: Beckwith Myth 535; N. A. Indian: *Thompson Tales 358 n. 287 m.

D1825.4.2. Magic power to see whether girl is virgin. K1964. Husband proves intrigue by secretly blacking paramour's mouth. Q241. Adultery punished. T300. Chastity and celibacy. T386. Message of chastity: uncooked meat left behind.

H410. Chastity test by magic objects or ordeals.

H411. Magic object points out unchaste woman.

B134.1. Dog betrays woman's infidelity. B152.1. Dog indicates adulteress. D1318. Magic object reveals guilt. H220. Ordeals.

H411.1. Magic stone as chastity test. At foot of bed: cannot be stepped on by unchaste woman. (Cf. D931.) *Type 870A; Fb "sten" III 554b; English: Child I 269 n.

H411.1.1. Stone breaks when unchaste woman looks at it. Jewish: Neuman.

H411.2. Magic tree as chastity test. Cannot be climbed by unchaste woman. (Cf. D950.) Dunlop-Liebrecht 416.

H411.3. Magic plant as chastity test. (Cf. D965.) Chauvin VII 168; Penzer I 168.

H411.4. Magic drinking horn (cup) as chastity test. (Cf. D1171.6.) Unchaste woman cannot drink from cup. *Chauvin VII 167; Bédier Fabliaux 465; Child I 262—273 passim; Penzer I 165; Cross MPh X 289; Irish myth: *Cross.

H411.4.1. Drinking bitter water as chastity test. Water will poison the unchaste. Jewish: bin Gorion Born Judas II 119, 345, *Neuman.

H411.4.2. Magic cup as chastity test: sticks to hands of adulterer. Irish myth: Cross.

H411.5. Magic pin as chastity test. If it floats, woman is chaste. (Cf. D1182.) Chauvin VII 168; RTP XIV 598.

H411.6. Magic chair as chastity test. Unchaste woman cannot sit in it till bidden. (Cf. D1151.2.) Chauvin VII 168; English: Child I 72f., 75.

H411.7. Mantle as chastity test. Will not fit unchaste woman. (Cf. D1053.) *Chauvin VII 168; *Cross MPh X 289, XVI 649; *Child I 260ff., 265, V 289a; Bédier Fabliaux 465; BP IV 138; Oesterley No. 69; Irish myth: *Cross.

H36. Recognition by exact fitting of clothes.

H411.8. Magic bridge as chastity test. Cannot be crossed by unchaste. (Cf. D1258.) *Boite Montanus 631; Chauvin VII 168; Child I 267, 269.

H411.9. *Magic statue as chastity test.* Moves eyes in presence of unchaste woman. (Cf. D1268.) *Chauvin VII 169; Puymaigre Folklore (Paris, 1885) 37.
 H251.1. *Bocca della Verità.* Person swearing oath places hand in mouth of image. If oath is false the hand is bitten off.

H411.9.1. *Magic idol as chastity test.* Turns black in presence of unchaste woman. Lights up in presence of chaste woman. Italian Novella: Rotunda.

H251.2. *Stone of truth.* H251.3.5. Oath taken before image: if oath is false the image turns around (or changes color).

H411.10. *Magic bed and pillows as chastity test.* Speak and reveal unchastity. (Cf. D1154.1.) Liungman *Två Folkmönnesundersökningar* 1ff.; English: Child I 64—70 *passim*.
 D1154.1. *Magic bed.* D1610. *Magic speaking objects.* D1610.17.1. *Legs of bedstead talk.*

H411.11. *Magic spring as chastity test.* Wells up if girl is not a virgin. (Cf. D927.) Irish myth: Cross; English: Floris and Blanchefleur line 618.

H411.11.1. *Unchaste woman dips arm into the water: skin boiled away.* *Loomis White Magic 128.

H411.11.2. *Fountains as chastity tests.* One fountain of clear water, other muddy. Italian Novella: Rotunda.

H411.12. *Magic harp as chastity test.* Plays out of tune at approach of unchaste girl. (Cf. D1231.) English: Child I 289.

H411.13. *Magic lamp as chastity test.* Only virgin can light it. (Cf. D1162.1.) *Oesterley No. 278; Herbert III 210.

H411.14. *Apple as chastity test.* Fades if owner is not virgin. (Cf. D981.1.) Fb "pige" II 817a.
 H424.1. *Apple as chastity index:* shines as long as woman is chaste.

H411.15. *Magic mirror as chastity index.* (Cf. D1163.) Jewish: *Neuman.

H411.16. *Catching salmon as proof of virginity.* Irish myth: Cross.

H411.17. *Swan as chastity test.* Irish myth: *Cross.

H411.18. *Dust of Tabernacle as chastity test.* (Cf. D935.) Jewish: Neuman.

H412. *Chastity tested by ordeal.*
 H220. *Ordeals.* H251. *Test of truth by magic object.* H252. *Act of truth.*

H412.1. *Chastity ordeal: passing under magic rod.* Unchaste woman bears twins. (Cf. D1254.2.) Irish myth: Cross; Welsh: MacCulloch Celtic 96.

H412.2. *Chastity ordeal: holding shaven and greased tail of bull.* Wade-Evans Welsh Mediaeval Law (Oxford, 1909) 241.

H412.3. *Chastity ordeal: feather over door;* if girl who enters blushes she is not a virgin. Fb "pige" II 817a.

H412.4. *Chastity ordeal: passing through fire.* Irish myth: Cross; India: *Thompson-Balys, Keith 128.
 H221. *Ordeal by fire.*

H412.4.1. *Chastity ordeal: holding hot iron.* Pauli (ed. Bolte) No. 227; Alphabet No. 173.

H412.4.2. *Chastity ordeal: oath on boiling oil.* India: Thompson-Balys.
 H221.3. Ordeal by burning oil.

H412.5. *Chastity ordeal: poisonous snake around girl's neck.* India: Thompson-Balys.

H412.6. *Chastity ordeal: drawing lover out of wall with single thread rope.* India: Thompson-Balys.
 H1023. Task contrary to the nature of objects.

H412.7. *Chastity ordeal: jumping.*

H412.7.1. *Chastity ordeal: jumping over magic thread.* India: Thompson-Balys.

H412.7.2. *Chastity ordeal: jumping over pit.* India: Thompson-Balys.

H413. *Special powers of chaste woman.*
 B522.3. Woman slandered as adulteress is thrown into lion pit. Lions do not harm her. D1714.1. Magic power of chaste woman.

H413.1. *Special power of chaste woman: blowing out candle with one puff and relighting it with another.* English: Child I 270.

H413.2. *Special power of chaste woman: making ball of water.* English: Child I 270; India: Thompson-Balys.

H413.3. *Special power of chaste woman: carrying water in sieve.* English: Child I 270; India: Thompson-Balys.
 H1023.2. Task: carrying water in a sieve.

H413.4. *Special power of chaste woman: raising fallen elephant.* India: Thompson-Balys, Penzer I 166.
 B771. Animal tamed by maiden's beauty.

H413.5. *Chastity test: throwing certain number on dice.* India: Thompson-Balys.

H413.6. *If princess is chaste her weight will be only that of five flowers; if not, normal.* India: Thompson-Balys.

H421. *Tests for true lover.*

H421.1. *Valley from which no false lover can escape until it has been entered by a true lover.* Irish myth: *Cross; English: Child I 267.

H422. *Tests for true husbands.*

H422.1. *Crown exposes infidelity of husbands.* English: Child I 266f.

H425. *Tests for cuckolds.*

H425.1. *Cuckold's knife cannot carve boar's head.* English: Child I 273.

H425.2. *Horns grow on cuckold.* *New English Dictionary V 385c s.v. "horn"; Dunger Germania XXIX 59; Jewish: bin Gorion Born Judas IV 122.
 D1375.1. Magic object causes horns to grow on person.

H426. *Chastity tests of holy men and monks.* Irish myth: Cross.

H430. *Chastity index.* Objects indicate faithfulness or unfaithfulness of separated lovers (husband or wife). *Type 888; *Penzer I 165ff.; *BP III 517ff.; Clouston Tales II 290ff.; Jewish: bin Gorion Born Judas III 110f.
 D1323.12.1. Clairvoyant spring, Lady whose lover is absent to look in spring each day. If she sees his shadow, he is about to marry another. E761. Life-token. T386. Message of chastity: uncooked meat left behind.

H431. *Clothing (cloth) as chastity index.*

H431.1. *Shirt as chastity index.* Remains white as long as woman (man) is true (Cf. D1056.) *Type 888; BP III 517ff.; Penzer I 44, 165; Oesterley No. 69; Herbert III 233; English: Child I 268.

H431.2. *Handkerchief as chastity index.* Will not soil as long as woman (man) is true.*Type 888; BP III 517ff.

H431.3. *Veil as chastity index.* Flowers on veil fade on head of unchaste. Bédier Fabliaux 465.

H432. *Flower as chastity index.* (Cf. D975.) Fb "brudekrans" IV 65b; English: Child I 268; India: *Thompson-Balys, Penzer I 165.

H432.1. *Rose as chastity index.* Fading rose indicates unfaithfulness. (Cf. D975.2.) G. Paris Romania XXIII 102ff.; Bédier Fabliaux 465; Köhler-Bolte II 444; Penzer I 165.

H432.1.1. *Three roses fall as sign of unfaithfulness.* *Bolte Zs. f. Vksk. XX 70 n. 12.

H432.2. *Lily as chastity index.* Penzer I 165.

H432.3. *Lotus flower as chastity index.* (Cf. D975.1.) Penzer I 42, 156.

H432.4. *Blooming staff as chastity index.* India: Thompson-Balys.

H433. *Ornament as chastity index.*

H433.1. *Ring as chastity index.* Indicates faithfulness by color. (Cf. D1076.) Penzer I 168; Child I 269; Zingerle Zs. f. Deutsche Myth. und Sittenkunde II (1855) 353.

D1076. Magic ring. D1076.9.1. Ring springs asunder when faithlessness of lover is learned.

H434. *Fruit as chastity index.*

H434.1. *Apple as chastity index:* shines as long as woman is chaste. (Cf. D981.1.) *Fb "guldæble" I 516b.

F981.1.1. Golden apple. H434.14. Apple as chastity test. Fades if owner is not virgin.

H435. *Weapon as chastity index.*

H435.1. *Sword as chastity index:* will not spot while woman is faithful. (Cf. D1081.) English: Child I 268.

D1081. Magic sword.

H439. *Chastity index — miscellaneous.*

H439.1. *Picture as chastity index:* indicates by its color. (Cf. D1266.2.) English: Child I 269; Italian Novella: Rotunda.

H439.1.1. *Painting on wife's stomach as chastity index.* Italian Novella: *Rotunda.

K1540. Adulteress outwits husband.

H439.2. *Drinking-tube as chastity index:* retains taste of another's lips. Irish myth: *Cross.

H440. *Other indications of chastity.*

H451. *Talking private parts betray unchastity.* *Taylor MLN XXI 249

n. 2; Gering Hermes LI (1916) 632ff.; Italian Novella: *Rotunda; N. A. Indian: *Thompson Tales 296 n. 83d.

D1610.6.1. Speaking vulva. Man has power to make vulvas speak. This is used as chastity test.

H452. Disguise to test bride's chastity. India: Thompson-Balys.
K1810. Deception by disguise.

H455. Chastity test: king weighs princess against a flower. India:
*Thompson-Balys.

H460. Wife tests. Chinese: Graham.

H922. Departing husband assigns his wife tasks. T145.3. Competition in ale-brewing between king's two wives.

H461. Test of wife's patience. Griselda. Children stolen and attendance at wedding to another demanded. *Type 887; *Bolte Zs. f. Vksk. XXXV—XXXVI 290; Hdwb. d. Märchens s.v. "Geduldsprüfung"; **H. Siefkin Das geduldige Weib in der englischen Literatur bis auf Shakespeare (Leipzig, 1903); *Loomis White Magic 118; *Laserstein; Ilse von Stach Griseldis (1922); Köhler-Bolte II 501, 534; *Fb "Griselda" IV 486a; Huet 66; *Cate Studies in Philology XXIX 389ff.; *Hibbard Medieval Romance in Eng. 289 n. 9; Philippson FFC 1 48ff. — Italian Novella: *Rotunda. Cf. also Types 712, 881, 900.

H1553. Tests of patience. K2112. Crescentia. T250. Characteristics of wives and husbands.

H461.1. The clever wife in disguise wins a second wife for her husband. India: Thompson-Balys.

J1112. Clever wife. K1810. Deception by disguise.

H465. Test of wife's endurance. Haughty princess married to beggar and must endure poverty and menial work. *Type 900; BP I 443ff.; *Philippson FFC L 34ff.; *Fb "tigge" III 793b; Italian: Basile Pentamerone IV No. 10.

F661.10. Man shoots pearls from wife's nose-ring. Q482. Punishment: noble person must do menial service. S400. Cruel persecutions.

H466. Feigned death to test wife's faithfulness. *Type 1350; *Bolte Zs. f. Vksk. XIX 92 n. 2; *Pauli (ed. Bolte) No. 144.

H1336.1. Test of fidelity by feigning death.

H466.1. Feigned absence to test wife's faithfulness. India: Thompson-Balys.

H467. Other tests of wife's love or faithfulness. Irish myth: Cross; Icelandic: Boberg.

H467.1. Feigned illness to test wife's love. Husband feigns loss of genitalia. Italian Novella: Rotunda (H384.1.1.)

H467.2. Wife's faithfulness tested by proposal in another's name. Olrik Zs. f. Vksk. II (1892) 254ff.; Icelandic: Boberg.

K1813. Disguised husband visits his wife.

H472. Test of wife's ability to keep secret. Jewish: Neuman.
J2122. Candle put in the stove to dry. T274. Wife cannot keep secret.

H472.1. Test of wife's ability to keep secret: the buried sheep's head. Husband tells her that he is burying head of murdered man. She is to keep secret. She tells. When head is dug up it is sheep's head. **T. Zachariae Zs. f. Vksk. XXXII—XXXIV 77; *DeVries FFC LXXIII

220ff., 224 n. 1; Jewish: bin Gorion Born Judas IV 25, 275; India: *Thompson-Balys.

J1151.1.1. Talkative wife discredited. J2353. The wife multiplies the secret. K861. Escape from suspicion of crime. K1200. Deception into humiliating position.

H473. *Test of wife's obedience.* Irish myth: Cross; Jewish: *Neuman; India: Thompson-Balys.

H336. Bride test: obedience. H1557. Test of obedience. N12. Wager on most obedient wife. T251.2. Taming the shrew. T254. The disobedient wife. W31. Obedience.

H473.1. *Test of wife's obedience: finger in hole.* Disobedient wife puts her finger into the hole where her husband has fixed sharp nails. Herbert III 18; Crane Vitry 226 No. 228; *Pauli (ed. Bolte) No. 318.

H473.2. *Test of wife's obedience: the one command.* Upon his wife's insistence that he test her by giving one command the husband tells her not to go into the oven while he is away. She does so and oven falls on her. Herbert III 19; *Crane Vitry 231 No. 236; *Pauli (ed. Bolte) No. 318; Spanish Exempla: Keller.

C611. Forbidden chamber.

H473.3. *Test of wife's obedience: not to eat leeks.* Although she does not like them, she immediately begins to want them. Herbert III 24; Crane Vitry 258 No. 284; *Pauli (ed. Bolte) No. 317.

T234.1. The husband shows his wife poison to avoid: she takes it and dies.

H473.4. *Man leaving home warns wife not to wash face in puddle in dunghill. She does.* He cannot understand why; she cannot explain. England: Baughman.

H473.5. *Test of wife's obedience: decorating house.* India: Thompson-Balys.

H474. *Complacent wife agrees with all of husband's absurd statements.* India: Thompson-Balys.

N11. Wager on wife's complacency Though man has foolishly bargained everything away, she praises him and he wins the wager.

H476. *Husband tests false wife by sleeping on her hair.* Had always done so with true bride. Chinese: Graham.

H479. *Wife tests—miscellaneous motifs.*

H479.1. *Widow prepared for suttee can lift by little finger heavy stone by temple.* India: Thompson-Balys.

P164.1. Suttee.

H480. *Father tests.* Test as to who is unknown father of child. Irish myth: Cross; Breton: Sébillot Incidents s.v. "père", "enfant"; Arabian: Burton Nights S V 236 n.

N126.2. Lots cast to determine father of illegitimate child.

H481. *Infant picks out his unknown father.* *Type 675; BP I 485; *Fb "barn" IV 27b; Missouri French: Carrière; Italian: Basile Pentamerone I No. 3; India: *Thompson-Balys; Indonesian: DeVries's list No. 208; Japanese: Ikeda; N. A. Indian: *Thompson Tales 336 n. 212; S. A. Indian (Yunca): Alexander Lat. Am. 228.

T475. Unknown (clandestine) paramour. T645. Paramour leaves token with girl to give their son.

H481.1. *Infant indicates his unknown father by handing him an apple.* *Fb "æble" III 1135b, "guldæble" I 516a; Hdwb. d. Märchens I 93b. H211. Criminal detected by having child hand knife to him.

H481.1.1. *Baby picks out his disguised father from a crowd by handing him a bow.* S. A. Indian (Chaco): Métraux BBAE CXLI (1) 369.

H482. *Infant picks out his unknown mother.* Chinese: Graham.

H483. *Animals compete as messenger to call father of new-born child.* Their voices are tried. Jamaica: *Beckwith MAFLS XVII 265 No. 71. B271. Animal as messenger.

H485. *Test of unknown father: gold on street.* Princess has gold put on street leading to her. The man who rides over the gold-covered street without noticing is the father of her child. Köhler-Bolte I 56.

H486. *Test of paternity.* Child tested to see if it is child of certain father. Italian Novella: Rotunda.

H218.2. Wrestling to test legitimacy of son.

H486.1. *Test of paternity: adhesion of blood.* Blood of real son will adhere to dead father's bones. Oesterley No. 196; Herbert III 191; Zachariae Kleine Schriften 305; Jewish: bin Gorion Born Judas III 61, Neuman.

J1176. Decisions based on experimental tests.

H486.2. *Test of paternity: shooting at father's corpse.* Youngest of supposed sons refuses to shoot and is judged the only genuine son of dead emperor. *Herbert III 206; Oesterley No. 45; Scala Celi 98a No. 526; Pauli (ed. Bolte) No. 835; Nouvelles de Sens. No 29; Krappe Bulletin Hispanique XXXIX 28; L. Schmidt Oesterr. Zs. f. Vksk. 1955, 70 ff. — Spanish Exempla: Keller; Italian Novella: *Rotunda; *Jewish: bin Gorion Born Judas II 123, 345, IV 102, 280, *Neuman.

J1176. Judgment by testing love. J1176. Decisions based on experimental tests. L13. Compassionate youngest son.

H490. *Other marriage tests.*

Q83. Reward for preserving chastity.

H491. *Test of mother's and father's love for children.*

H491.1. *In large family father unwilling but mother willing to sell children.* Jewish: bin Gorion Born Judas III 87, 303, Neuman. S221. Destitute parents abandon children.

H492. *Test of faithfulness of husband and wife.*

K1556. Tests of fidelity. K1544.4.1. The false fidelity test: adulteress has paramour beat her husband. P210. Husband and wife. T210. Faithfulness in marriage. T230. Faithlessness in marriage.

H492.1. *Husband refuses to murder his wife for high honors; wife agrees to murder husband.* Jewish: bin Gorion Born Judas III 90, 303, Neuman.

H492.2. *Husband has a friend woo his wife: she is seduced.* Italian Novella: *Rotunda.

K1300. Seduction. K1544. Husband unwittingly instrumental in wife's adultery.

H492.2.1. *Husband has friend woo his wife: wife is generous to certain point only.* Husband makes her wear dress symbolic of her generosity —blouse of coarse cloth; dress of gold brocade. Italian Novella: Rotunda.

H492.2.2. *Husband has friend woo his wife: seduction narrowly averted by frightened husband's intervention.* Italian Novella: Rotunda.

H492.3. *Husband castrates himself to test wife's faithfulness.* Italian Novella: *Rotunda.
 J2100. Remedies worse than the disease.

H493. *Virility test for husband.* Italian Novella: Rotunda.
 K1848.1. Impotent husband deceives wife by having a substitute in virility test. T500. Conception and birth.

H494. *Maternity test: to produce a baby within a year.* India: Thompson.

H495. *Mother test.*
 H175.1. Recognition of son by gushing up of milk in mother's breasts.
 J1142.1. Test of mother by weighing milk. T502. Milk suddenly appears in woman's dry breast.

H495.1. *Baby finds its mother, goes to her for suckling.* Jewish: Neuman; India: Thompson-Balys.

H495.2. *Mother test: milk goes long distance into child's mouth.* India: Thompson-Balys.

H495.3. *Old woman suckles all babies at son's circumcision to prove she has borne child.* Jewish: *Neuman.

H500—H899. Tests of cleverness.

H500. *Test of cleverness or ability.* Irish myth: *Cross, Chauvin VII 160, VIII 11ff.; West Indies: Flowers 459.
 J1100. Cleverness. K9. Contest won by deception. K305. Contest in stealing. Q91. Reward for cleverness.

H500.1. *Sons tested for skill.* Types 653, 660.

H501. *Test of wisdom.* Irish myth: Cross; Jewish: *Neuman; India: *Thompson-Balys, Penzer VI 74 n.

H501.1. *Test of wisdom: wise man sends ruler magic gems.* Ruler admires their beauty but neglects to inquire of their virtues. Italian Novella: Rotunda.

H501.2. *Wise man answers questions of many with single speech.* Irish myth: Cross.

H501.3. *Sons tested for wisdom; given same amount of money. What will they do with it?* India: Thompson-Balys.

H502. *Test of learning.* Tawney I 274, 311f.; Irish myth: *Cross; India: *Thompson-Balys.

H502.1. *Test of religious learning.* Irish myth: Cross; Jewish: *Neuman; India: Thompson-Balys.
 H1573. Religious tests.

H503. *Test of musical ability.* (Cf. H509.4.) Tawney II 431; India: *Thompson-Balys.

H503.1. *Song duel.* Contest in singing. Irish myth: *Cross; Eskimo: Alexander N. Am. 282 n. 21.

H504. *Test of skill in handiwork.* Types 653, 654, 660; India: *Thompson-Balys; Africa (Vai): Ellis 193 No. 11.
 F660. Remarkable skill.

H504.1. *Contest in lifelike painting.* India: Thompson-Balys.

H504.1.1. *Contest in lifelike painting: fly on saint's nose.* Second artist in first artist's absence paints a fly on a saint's nose in a picture. On his return the first artist tries to drive away the fly. Pauli (ed. Bolte) No. 411.

H504.1.2. *Contest in lifelike painting: mare and curtain.* First artist paints a mare so realistic as to deceive a stallion. Second paints a curtain which deceives the first artist. *Pauli (ed. Bolte) No. 410.

H504.1.3. *Contest in lifelike painting: grapes and curtain.* First artist paints a bunch of grapes so realistically that it attracts the birds. The second artist paints a curtain which deceives the first artist. He wins. Italian Novella: Rotunda.

H504.2. *Barber's contest in shaving (without waking man).* India: Thompson-Balys.

H505. *Test of cleverness: uttering three wise words.* Youths called on to do so display by their answers extraordinary powers of deduction. *Type 655; *Chauvin VII 159 No. 438; BP IV 137; Oesterley No. 58; India: Thompson-Balys.

H505.2. Tasks performed by close observation. J30. Wisdom (knowledge) acquired from inference. J1140. Cleverness in detection of truth. J1661. Clever deductions.

H505.1. *Test of cleverness: uttering three truths.* FFC LVI 35; Icelandic: *Boberg.

H506. *Test of resourcefulness.*

H506. Tasks imposed. A person's prowess is tested by assigning him certain tasks (usually impossible or extremely difficult) to be performed either to escape punishment or to receive a valuable reward. J1230. Clever dividing. J1661. Clever deductions.

H506.1. *Test of resourcefulness: weighing elephant.* Man puts him on boat; marks water-line; fills boat with stones until it sinks to same line; weighs stones. *Chauvin VIII 97 No. 68 n. 1.

H506.2. *Test of resourcefulness: finding how many people are in dark closed room.* Fills room with evil smell; men call each other by name and disclose number. Africa (Eko): Talbot 396.

H506.3. *Test of resourcefulness: carrying wolf, goat, and cabbage across stream.* Man is to set across a stream, in a boat that will hold himself and only one other object, a wolf, a goat, and a cabbage. He must do this so that the wolf doesn't eat the goat, nor the goat the cabbage. Two solutions: (1) (a) take goat over, (b) take wolf over and goat back, (c) take cabbage over, (d) take goat over; (2) (a) take goat over, (b) take cabbage over and goat back, (c) take wolf over, (d) take goat over. *Bolte Zs. f. Vksk. XXXIII—XXXIV 38; Fb "ulv" III 970a, "kål" II 354b.

H506.4. *Test of resourcefulness: putting thread through coils of snail shell.* Thread tied to ant who pulls it through. Greek: Frazer Apollodorus II 141 n. 1 (Daidalus); Zachariae Kleine Schriften 59, 108ff.; Japanese: Ikeda.

H506.5. *Test of resourcefulness: to swing seventy girls until they are tired.* India: *Thompson-Balys.

H506.6. *Test of resourcefulness: not to sit at the foot of couch.* Servant gives prince a lemon to place on it indicating which is head and which foot of couch. India: Thompson-Balys.

H506.7. *Test of resourcefulness: to eat food without untying cloth containing it; hole torn in cloth.* India: Thompson-Balys.

H506.8. *Test of resourcefulness: to get melon out of jar without breaking it.* Melon is planted in jar made of unbaked clay. Jar is wrapped in a wet cloth so that it collapses. India: Thompson-Balys.
H1023.11. Task: putting a large squash whole into a narrownecked jar.

H506.9. *Test of resourcefulness: to cook rice without fire (in hot sand).* India: Thompson-Balys.

H506.10. *Test of resourcefulness: to find relationships among three sticks:* they are put in vessel of water; degree of sinking shows what part of tree each comes from. India: Thompson-Balys.

H506.11. *Test of resourcefulness: to discover how old, respectively, three horses are.* Youth drops water on each; one jumps fifteen paces only, another twenty, and the last bounds in air and gallops. India: Thompson-Balys.

H507. *Wit combat.* Test in repartee. Type 1093; Irish myth: Cross; Icelandic: *Boberg; Finnish: Kalevala rune 3; India: *Thompson-Balys.
H548. Riddle contest. H1194. Task: making person laugh. J1100. Clever persons. J1250. Clever verbal retorts—general. J1252. Quibbling answers. K3.4. Wise man disguised as poor monk beats learned heretic in debate. K91. Cursing contest. Arrow sent as curse. X905. Lying contests.

H507.1. *Princess offered to man who can defeat her in repartee.* *Type 853; BP I 201; *Wesselski Der Islam XXII (1934) 114 n. 4; Japanese: Ikeda.
H342. Suitor test: outwitting princess. H551. Princess offered to man who can out-riddle her. J111.1. Princess skillful in argument. T88. Princess offered as prize.

H507.1.0.1. *Princess defeated in repartee by means of objects accidentally picked up.* E. g., Hero: What red lips you have! — Princess: There is fire inside. — Hero: Then boil this egg (producing egg). Type 851; N. A. Indian: Thompson CColl II 414ff.
H565. Riddle expounded from chance experience. On way to riddle youth sees things that give him a clue for his riddles. N222. First objects picked up bring fortune. N400. Lucky accident. N691. Objects accidentally picked up used to overawe ogres.

H507.1.0.2. *King defeated in repartee by boy, who thus wins girl.* Boy: "Who would give a man a bath, feed him his rice, and then bring him the tamal-pan to chew?" King: "No one but a wife." Boy claims minister's daughter. India: Thompson-Balys.

H507.1.1. *Princess offered to man who can defeat her in argument.* *Penzer VI 73 n. 3.
J111.1. Princess skillful in argument.

H507.2. *Test: making senseless remarks.* King brought to say, "What is the sense in that?" Anderson FFC XLII 357; Japanese: Ikeda.
H342.1. Suitor test: forcing princess to say, "That is a lie."

H507.3. *Contest in wishing.* Type 1925; Japanese: Ikeda.

H507.3.1. *Three brothers contest in wishing.* Third wishes for all that the other brothers have wished for. Type 1951*.
X900. Humor of lies and exaggeration.

H507.4. *Wit combat among three sisters for additional dowry.* Replies to husbands when their premarital pregnancy is noticed. Nouvelles Recreations No. 5.

H507.5. *Contest in scolding as introduction to battle.* Icelandic: *Boberg.

H507.6. *Literary contest won by deception: he who will be first silenced is the loser.* When the false teacher answers in nonsense syllables, the true scholar is speechless and so loses contest. India: Thompson-Balys.

H508. *Test: finding answer to certain question.* Irish myth: Cross; Italian Novella: Rotunda.
C651. The one compulsory question.

H508.1. *King propounds questions to his sons to determine successor.* England: Child I 13 n., Baughman.

H508.2. *Bride offered to man who can find answer to question.* *Type 306; BP I 198ff.; Wesselski Märchen 211; Malone PMLA XLIII 399; Irish myth: Cross; Italian Novella: Rotunda.
H541.1. Riddle pronounced on pain of death. H551. Princess offered to man who can out-riddle her.

H509. *Tests of cleverness or ability: miscellaneous.* Irish myth: Cross.

H509.1. *Test: threading needle.* Guest of convent is given choice of nuns. On the morrow he is given three opportunities to thread a needle. Success means reward, failure confiscation of his belongings. Italian Novella: Rotunda.
T281. Sex hospitality. V465.1.2. Incontinent nun.

H509.2. *Contest in making mouths water.* Hero uses certain berry that always causes mouths of onlookers to water. India: Thompson-Balys.

H509.3. *Chess game as test.* Irish myth: *Cross.

H509.4. *Tests of poetic ability.* (Cf. H503.) Irish myth: Cross; India: *Thompson-Balys.
Q91.3. King rewards poem. Q411.10.1. Man killed for scorning singing.

H509.4.1. *Test: supplying missing half-stanza.* Irish myth: *Cross.
H12.2.1. Recognition by matching a couplet together.

H509.4.1.1. *Contest in adding a verse which makes the first poet ridiculous.* India: Thompson-Balys.

H509.4.2. *Riddles proposed as tests of poetic ability.* Irish myth: *Cross.

H509.4.3. *Understanding poem as test.* Irish myth: *Cross.

H509.5. *Test: telling skillful lie.*
X905. Lying contests.

H509.5.1. *Test: telling five lies which should so closely resemble the truth the tester will believe them himself.* India: *Thompson-Balys.
J2007. The persuasive auctioneer. X511. How the Jews were drawn from heaven.

H510. *Tests in guessing.* Irish myth: *Cross.

H511. *Princess offered to correct guesser.* *Type 621; BP III 483; Italian: Basile Pentamerone I No. 5; India: *Thompson-Balys.

G463. Ogre guesses correctly and gets princess. H335. Tasks assigned suitors. H551. Princess offered to man who can outriddle her. T68. Princess offered as prize.

H511.1. *Three caskets.* Princess offered to man who chooses correctly from three caskets. Alphabet No. 412; Scala Celi 20b No. 127; Oester-

ley No. 251; Dunlop-Liebrecht 462 n. 74; *Wesselski Märchen 213 No. 18; India: Thompson-Balys; S. A. Indian (Carib): Alexander Lat. Am. 264; Africa (Angola): Chatelain 121 No. 10, (Benga): Nassau 219 No. 33.

D859.5. Magic object to be chosen from among identical worthless objects. D1658.3.2. Grateful objects help in choice of caskets. L211. Modest choice: three caskets type. T50. Wooing.

H511.1.1. *Choice of two sword sheaths (from one a gold shaft protrudes; from the other, a silver).* India: *Thompson-Balys.

H511.1.2. *Suitor must prefer princess to treasures.* Irish myth: Cross.

H511.2. *Test: to guess which of veiled sisters has golden hair.* Italian Novella: Rotunda.

H512. *Guessing with life as wager.* *Type 500, 922; *Anderson FFC XLII 252; India: Thompson-Balys.

H541.1. Riddle propounded on pain of death. N2.2. Lives wagered. Q411. Death as punishment

H515. *Guessing contest between kings.* India: Thompson-Balys.

H516. *Test: guessing trolls' names in order to save one's life.* Icelandic: Boberg.

G681. Ogre gives riddle on pain of death. H543. Escape from devil by answering his riddles.

H517. *Curse evaded by guessing names in magic writing.* Icelandic: Boberg.

H521. *Test: guessing unknown propounder's name.* *Type 500; *BP I 490; Africa (Angola): Chatelain 141 No. 14.

C432.1. Guessing name of supernatural creature gives power over him. (Tom-Tit-Tot) N475. Secret name overheard by eavesdropper.

H521.1. *Test: guessing unknown propounder's age.* *Type 500; Chinese: Graham.

H522. *Test: guessing unknown animal (plant).*

H522.1. *Test: guessing origin of certain skin.*

H522.1.1. *Test: guessing nature of certain skin—louse-skin.* Louse (flea) is fattened and its skin made into coat (drum, etc.) *Type 621; BP III 484; *Taylor MPh XV 224 n. 2; Breton: Sébillot Incidents s.v. "bête"; Italian: Basile Pentamerone I No. 5; India: *Thompson-Balys; Filipino: Fansler MAFLS XII 114.

B873.1. Giant louse. F983.2 Louse fattened.

H522.1.2. *Test: guessing nature of certain skin—wolf-skin.* BP I 444, III 484.

H522.1.3. *Test: guessing origin of animal lungs.* Lungs of fattened lizard are further inflated. Italian Novella: Rotunda.

H522.2. *Test: guessing nature of certain plant.* Plant came from scrapings of princesses' bodies. India: Thompson-Balys.

H522.3. *Test: identifying what type of rice is in sack.* India: Thompson-Balys.

H523. *Test: guessing nature of devil's possessions.* *Type 812; BP III 12ff.

H543. Escape from devil by answering his riddles. K1870. Illusions.

H523.1. Test: *guessing nature of devil's horse*. Answer: he-goat. *Type 812; BP III 12ff.

H523.2. Test: *guessing nature of devil's cloth*. Answer: goat-skin. *Type 812; BP III 12ff.

H523.3. Test: *guessing nature of devil's gold cup*. Answer: cup of pitch. *Type 812; BP III 12ff.

H523.4. Test: *guessing nature of devil's roast meat*. Answer: dead dog. *Type 812; BP III 12ff.

H523.5. Test: *guessing nature of devil's spoon*. Answer: whale rib. *Type 812; BP III 12ff.

H523.6. Test: *guessing nature of devil's wine glass*. Answer: horse's hoof. *Type 812; BP III 12ff.

H523.7. Test: *guessing nature of devil's plate*. Answer: stone. *Type 812; BP III 12ff.

H523.8. Test: *guessing nature of devil's purse*. Answer: whip. *Type 812; BP III 12ff.

H524. Test: *guessing person's thoughts*. *Anderson FFC XLII 219ff.; Fb "konge" II 264b, "gjætte" I 452a, "liv" II 438b; Irish myth: Cross; India: Thompson-Balys.

H524.1. "What am I thinking?" "That I am the priest." So answers youth masking as priest. *Type 922; BP III 214ff.; **Anderson FFC XLII 219ff.; India: *Thompson-Balys.

H525. Test: *guessing princess's birthmarks*. *Type 850.
K443.6. Trickster exacts promise of marriage as price of silence after having seen a princess naked. K1358, Girl shows herself naked in return for youth's dancing hogs.

H526. Question: "What is under my cloak?" Questioner has branch of blackthorn laden with berries under her cloak. Irish myth: Cross.

H527. Guessing: whether more of a certain stone is above or below ground. A test set by heathen king for a saint. Irish myth: Cross.

H528. Guessing sex of unborn child (or animal).

H528.1. Test: to prophesy offspring of cow and mare. India: Thompson-Balys.

H530—H889. RIDDLES

H530. **Riddles.** Only such riddles are treated in this work as appear in tales, ballads, myths, or the like. **J. B. Friedreich *Geschichte des Räthsels* (Dresden, 1860); **Taylor English Riddles in Oral Tradition (Berkeley, 1951), A Bibliography of Riddles (FFC CXXVI); R. Petsch *Das deutsche Volksrätsel* (Strassburg, 1917); *Anderson FFC XLII 3ff.; *Chauvin VI 42 No. 207; Jewish: *Neuman. A classification of riddles will be found in Lehmann-Nitsche Zs. f. Vksk. XXIV 240ff. and in Von Sydow and Christiansen *Iriska gätor* (Folkminnen och Folkankar, II 65—80, VI 120—48).

H19.2. Recognition by answer to conundrum (known only to two persons).

H540. **Propounding of riddles.** Irish myth: *Cross.

H540.1. *Supernatural creatures propound riddles.* (See also H541.1.1, H543, G681.) Child I 13ff., 484, II 495; Icelandic: *Boberg; India: *Thompson-Balys.

H540.2. *Queen propounds riddles.* Dickson 41 n. 40.
J111. Clever girl.

H540.2.1. *Queen of Sheba propounds riddles to Solomon.* *Penzer VI 74; FL I 349ff.; Anderson FFC XLII 237 n. 2; Hertz Gesammelte Abhandlungen (1905) 412ff.; Jewish: bin Gorion Born Judas III 32, 297f.; *Neuman; *Frazer Old Testament II 564.

H540.3. *King propounds riddles.*

H540.3.1. *Riddles sent to Solomon by King Hiram.* (Cf. H548.) Jewish: Neuman.

H540.4. *Saint as propounder of riddles.* Irish myth: Cross.

H540.5. *Bridegroom propounds riddles at wedding feast.* Jewish: Neuman.

H541. *Riddle propounded with penalty for failure.* *Anderson FFC XLII 252; India: *Thompson-Balys.
H512. Guessing with life as wager. H596. Enigmatic counsels of relatives (other than father). H391. Tasks imposed on pain of death.

H541.1. *Riddle propounded on pain of death.* (Cf. H512.) *Type 922; **Anderson FFC XLII 252; *BP III 230; *Oertel Studien zur vgl. Littgesch. VIII 121; Malone PMLA XLIII 398f.; Fb "beijler" IV 31b; English: Child V 493 "riddles"; Italian Novella: Rotunda.
H587.8.1. Enigmatic letter of king must be explained on pain of death. Q411. Death as punishment.

H541.1.1. *Sphinx propounds riddle on pain of death.* **Laistner Rätsel der Sphinx; Fb "menneske" II 578a; Gascon: Bladé I 3 No. 1; Greek: Frazer Apollodorus I 349 n. 1; Persian: Carnoy 335; Hindu: Penzer IX 143.
B51. Sphinx. C822. Tabu: solving sphinx's riddle: sphinx perishes. G681. Ogre gives riddle on pain of death. H761. Riddle of the Sphinx.

H541.2. *Riddle propounded on pain of loss of property.* *Anderson FFC XLII 253; English: Child V 493 "riddles".

H541.2.1. *Fine for failure to solve riddle.* Jewish: Neuman

H541.3. *Riddle propounded on pain of loss of official position.* *Anderson FFC XLII 252.

H542. *Death sentence escaped by propounding riddle king (judge) cannot solve.* *Type 927; *DeVries FFC LXXIII 314f.; **F. J. Norton FL LIII 27—57; Köhler-Bolte I 46; Penzer I 51, 51n.; Malone PMLA XLIII 407; Icelandic: Boberg; Spanish: Boggs FFC XC 112 No. 927*A.
H924. Tasks assigned prisoner so that he may escape punishment. H924.1. Tasks assigned as ransom. M234. Life spared in return for life-long service. R154.2.1. Son frees father by bringing riddle the king cannot solve. Q411. Death as punishment.

H542.1. *Riddle assigned defendant in action.* If he solves it he wins suit. India: Thompson-Balys.

H543. *Escape from devil by answering his riddles.* *Type 812; BP III 12ff.; Fb "spørgeomál" III 524b; Lithuanian: Balys Legends No. 754; Jamaica: *Beckwith MAFLS XVII 275 No. 86.
H516. Test: guessing trolls' names in order to save one's life. H523. Test: guessing nature of devil's possessions.

H543.1. Devil held off from person by answering his riddles. St. Andrew, the Bishop, and the Devil. The Devil, in form of beautiful maiden, visits a holy bishop. St. Andrew appears as a pilgrim, answers the questions through which the devil seeks to keep him at a distance, and discomfits the devil. (Cf. B302.22.3.) Anderson FFC LXII 353; Krappe Bulletin Hispanique XXXIX 45; Spanish Exempla: Keller.

K216.3. Devil's riddles answered: man is freed.

H543.2. Child in cradle guesses devil's riddle: all are saved. Lithuanian: Balys Index No. 3121A.

H544. Answers found in other world to riddles propounded on way. Type 461; Arne FFC XXIII 129; India: *Thompson-Balys.

H548. Riddle contests. *BP II 370; Hdwb. d. Märchens I 435b n. 150; Frazer Old Testament II 564; Child I 405; *DeVries FFC LXXIII 43ff.; Irish myth: *Cross; Icelandic: Boberg; Hawaii: Beckwith Myth 427, 458.

H507. Wit combat. Test in repartee. K81. Cursing contest. Arrow sent as curse.

H548.1. King and rabbi exchange riddles. Jewish: Neuman.

H551. Princess offered to man who can out-riddle her. *Types 725, 851, 900; BP I 188ff., 200; Phillipson FFC L 22; *Chauvin V 192, 192 No. 113; Fb "beijler" IV 31b; Malone PMLA XLIII 414; von der Hagen Gesammtabenteuer III "lxI; Child V 493 s.v. "riddles". — Lithuanian: Balys Index No. 851A*; India: Thompson-Balys; Filipino: Fansler MAFLS XII 278; Africa: Werner African 356.

H542. Suitor test: outwitting princess. H507.1. Princess offered to man who can defeat her in repartee. H508.2. Bride offered to man who can find answer to question. H511. Princess offered to correct guesser. J111.1. Princess skillful in argument. T68. Princess offered as prize.

H551.1. Man wins wife by instructing her how to answer her mother's riddles. Child I 418f.

H551.2. Woman gives self to solver of riddles. India: *Thompson-Balys. T458. Woman sells favors for particular purpose.

H552. Man marries girl who guesses his riddles. Child V 493 s.v. "riddles"; Irish myth: Cross.

H561. Solvers of riddles.

J110. Clever persons.

H561.1. Clever peasant girl asked riddles by king. *Type 875; **DeVries FFC LXXIII 52ff.; *Hdwb. d. Märchens I 195a; India: *Thompson-Balys; Japanese: Ikeda.

H586. Riddling remarks of traveling companion interpreted by girl at end of journey. J111. Clever girl. L102. Unpromising heroine.

H561.1.0.1. Clever peasant wife asks king riddles. India: Thompson-Balys.

H561.1.1. Conflict between peasant and nobleman decided so that each must answer riddles; peasant's daughter solves them. DeVries FFC LXXIII 65ff.; India: Thompson-Balys.

H561.1.1.1. Clever daughter construes enigmatic sayings. India: Thompson-Balys.

H561.1.2. Found mortar taken to king reveals peasant girl's wisdom. Peasant finds mortar in his field and against his daughter's advice

takes it to the king, who demands the pestle as well. Peasant laments that he has not followed daughter's advice. King summons her. *Type 875; DeVries FFC LXXIII 15ff., 62ff.

H1216. King possessing one marvelous object sends hero on quest for another like it.

H561.2. *King and abbot.* King propounds three riddles to abbot to answer on pain of death. Herdsman disguises as abbot and answers questions. *Type 922; **Anderson FFC XLII; Pauli (ed. Bolte) No. 55; Fb "hyrde" I 719; India: Thompson-Balys; Italian Novella: *Rotunda. J1110. Clever persons. K1861. Sham churchman.

H561.3. *Solomon and Marcolf.* Witty questions and answers between youth and servant. *BP II 359 n. 2; Fb "Salomon"; Swiss: Jegerlehner Oberwallis 317 No. 146.

H561.3.1. *King Solomon as master riddle-solver.* (Cf. H540.2.1, H540.4.) Jewish: Neuman.

H561.4. *King and clever youth.* King asks questions; youth returns riddling answers. *Type 921; **DeVries FFC LXXIII 111ff., 308ff.; Anderson FFC XLII 356 n. 2; Missouri French: Carrière; India: *Thompson-Balys.

J1118. Clever boy (man).

H561.5. *King and clever minister.* King propounds riddles and questions to his clever minister. **DeVries FFC LXXIII 365ff.; *Encyc. Rel. Ethics s.v. "Ahīqār"; "Marc Studien zur vgl. Littgesch. II 393f., III 52; **Meissner Das Märchen vom weisen Achikar (Leipzig, 1917); Jewish: *Neuman; India: *Thompson-Balys.

H1867. King gives enigmatic order to minister. J1115.10.1. Clever governor. K3101. False accused minister reinstates himself by his cleverness. P111. Banished minister found indispensable. and recalled.

H561.6. *King and peasant vie in riddling questions and answers.* J1115.6. Clever peasant.

H561.6.1. *King and peasant: the plucked fowl.* The king gives riddling questions to a peasant, who always interprets them right. The king says that he will send the peasant a fowl which he shall pluck. The king gives the same questions to his courtiers, who cannot interpret them. They pay the peasant good money for the answers. Peasant tells king that he has plucked the fowl. Anderson FFC XLII 342; India: Thompson-Balys

H561.7. *Druid as solver of riddles.* Irish myth: Cross.
D1711.4. Druid as magician.

H561.8. *Cleric as solver of riddles.* Irish myth: Cross.

H561.9. *Clever prince interprets enigmatic statements.* Icelandic: Boberg.

H561.10. *Saint as solver of riddles.* Irish myth: *Cross.

H562. *Inscription on home of riddle-solver "I have no care."* Anderson FFC XLII 244.

H565. *Riddle propounded from chance experience.* On way to riddle trial youth sees things that give him a clue for his riddles. *Type 851.
H507.1.0.1. Princess defeated in repartee by means of objects accidentally picked up. N400. Lucky accident.

H565.1. *Happenings before feast give Samson clue for riddles.* Jewish: Neuman.

H570. Means of solving riddless.

H507.1.0.1. Princess defeated in repartee by means of objects accidentally picked up.

H571. Counterquestions. Riddles answered by a question that reduces the riddle to an absurdity. *Wesselski Hodschas Nasreddin I 275 No. 299; Wesselski Arlotto I 215 No. 59; Anderson FFC XLII 346; Japanese: Ikeda.

H951. Countertasks. When a task is assigned, the hero agrees to perform it as soon as the assigner performs a certain other task.

H571.1. Counterquestion: "What is difference between you and an ass? What is difference between you and a cushion." *Wesselski Hodschas Nasreddin I 228 No. 74.

H572. Reductio ad absurdum of riddle: stallions of Babylon. "Why is my mare restless when stallions of Babylon neigh?" Hero beats cat for having strangled a cock last night in Babylon (impossible distance away). BP II 372; Chauvin VI 39 No. 207 n. 4.

B741.2. Neighing of stallion in Assyria impregnates mares in Egypt. H952. Reductio ad absurdum of task. JI290. Reductio ad absurdum of question or proposal. J1530. One absurdity rebukes another.

H573. Answer to riddle found by trickery *Type 621.

H573.1. Riddle solved with aid of hidden informant. Malone PMLA XLIII 400; Irish myth: Cross.

H573.2. Problem of why certain person cannot sleep solved by trickery. Irish myth: Cross.

H573.3. Riddle solved by listening to propounder talk in his sleep. German: Grimm No. 22.

H574. Riddles solved with aid of propounder's wife. (Cf. G530.2, H335.0.1, H974.) Jewish: Neuman.

H575. Accidental discovery of answer to riddle. India: *Thompson-Balys.

H580. Enigmatic statements. Apparently senseless remarks (or acts) interpreted figuratively prove wise. *Wesselski Märchen 197; **De Vries FFC LXXIII; Icelandic: Herrmann Saxo II 389, *Boberg; Spanish: Boggs FFC XC 122 No. 1358; Jewish: *Neuman; Arab: Azov 411f; India: *Thompson-Balys; Batak: Voorhoeve 163 No. 169.

H1377. Enigmatical quests. K1557. Husband discovers wife's adultery by riddling conversation. In this indirect manner the wife confesses and promises reparation. M396.1. Enigmatical prophecy: what thou sowest thou shalt not reap, etc.

H580.1. Girl given enigmatic commands must do the opposite. Type 480; Roberts 176.

H581. Three young men arrested tell who they are.

H581.1. Arrested man tells who he is: before his father the great incline the head and give blood and money (barber). Chauvin VI 35 No. 205.

H581.2. Arrested man tells who he is: the hospitable fire of his father is sought (bean merchant). Chauvin VI 35 No. 205.

H581.3. Arrested man tells who he is: father throws himself into the ranks and holds them (weaver). Chauvin VI 35 No. 205.

H581.4. Arrested farmer tells who he is: one son is thief (priest), second beggar (teacher), and third murderer (doctor). Lithuanian: Balys Index No. 921B*.

H582. Riddling answers betray theft or adultery *BP I 198, II 361f.; Köhler-Bolte Zs. f. Vksk. VI 59 (to Gonzenbach No. 1); *Wesselski Märchen 197

H582.1. *Riddling answer betrays theft.*

H582.1.1. *The full moon and the thirtieth of the month.* Prince sends servant to clever girl with a round tart, thirty cakes, and a capon, and asks her if it is full moon and the thirtieth of the month and if the cock has crowed in the evening. She replies that it is not full moon, that it is the fifteenth of the month, and that the capon has gone to the mill; but that the prince should spare the pheasant for the partridge's sake. She thus shows him that the servant has stolen half the tart, half of the cakes, and the capon. *BP II 361; Köhler Zs. f. Vksk. VI 59; Arab: Azov 401f.; Africa (Sahel): Frobenius Atlantis VI 79—86.

H582.2. *Riddling answers betray adultery.* BP I 198; *Wesselki Märchen 197; India: Thompson-Balys.

H582.2.1. *Enigmatic statement betrays incest.* (Cf. T411.) Woman, recognizing cleric as her son by her father (Flachna), gives him a drink of milk and says, "I give drink to my brother; he is Flachna's son, he is Flachna's grandson; his mother is Flachna's daughter." The son's reply shows that he understands the situation. Irish myth: *Cross.

H582.3. *Woman's question to her husband disguised as woman, how many men she had in one night.* This is properly understood as, how many helpers he had, and answered by lifting ten fingers. Icelandic: Boberg.

H583. *Clever youth (maiden) answers king's inquiry in riddles.* (Cf. H561.4.) *Type 921; India: Thompson-Balys.

J1111. Clever girl. J1113. Clever boy (man):

H583.1. *King: What do you see? Youth: One and a half men and a horse's head.* (Himself, the legs of the king on horseback in the door, and the horse's head.) *Köhler-Bolte I 84, 87, 151ff.; *Basset 1001 Contes II 41.

H583.1.1. *King: Are you alone at home? Youth: Not now; I see the half of two quadrupeds.* (Two legs of the king and the forefeet of his horse.) *Köhler-Bolte I 84, 87.

H583.2. *King: What is your father doing? Youth: He is in the vineyard and doing good and bad.* (He prunes vines and sometimes cuts good and sometimes lets bad ones stay.) *Köhler-Bolte I 84, 87.

H583.2.1. *King: What is your father doing? Youth: Makes an evil greater.* (Closes up a path; this causes another to be opened.) *DeVries FFC LXXIII 116ff.

H583.2.2. *King: What is your father doing? Youth: Makes many out of few.* (Sows grain.) *DeVries FFC LXXIII 116ff.

H583.2.3. *King: What is your father doing? Youth: Makes better from good.* (Hedges his field.) *DeVries FFC LXXIII 116ff.

H583.2.4. *King: What is your father doing? Youth: Cuts wood which was burnt last year.* (To pay old debts.) *DeVries FFC LXXIII 116ff.

H583.2.5. *King: What is your father doing? Youth: He fences thorns with thorns.* (Eggplant garden fenced with thorns.) India: Thompson-Balys.

H583.3. *King: What is your brother doing? Youth: He hunts; he throws away what he catches and what he does not catch he carries with*

him. (Hunts for lice on his body.) *DeVries FFC LXXIII 128ff.; Wesselski Mönchslstein 120 No. 102; Missouri French: Carrière.

H583.3.1. King: What is your brother doing? Youth: He runs back and forth. (Plows.) *DeVries FFC LXXIII 128ff.

H583.3.2. King: What is your brother doing? Youth: He sits between heaven and earth. (In a tree.) *DeVries FFC LXXIII 128ff.

H583.4. King: What is your mother doing? Youth: She does for another what the latter cannot do for her. (Lays out a corpse.) *DeVries FFC LXXIII 124ff.

H583.4.1. King: What is your mother doing? Youth: She shows the light of the world to one who has not yet seen it. (Assists at a birth.) DeVries FFC LXXIII 124ff.

H583.4.2. King: What is your mother doing? Youth: She is baking the bread we ate last week. (To pay back borrowed bread.) (Cf. H583.2.4.) *DeVries FFC LXXIII 124ff.; Köhler-Bolte I 85, 87.

H583.4.3. King: What is your mother doing? Youth: She cuts off the heads of the well to cure the sick. (Kills chickens to feed her sick mother.) Köhler-Bolte I 85, 87.

H583.4.4. King: What is your mother doing? Youth: She drives away the hungry and compels the filled to eat. (Drives away the hungry hens and stuffs the geese.) Köhler-Bolte I 85, 87.

H583.4.5. King: What are your mother and father doing? Girl: Mother is separating earth (being a midwife), and father is mixing earth (at a funeral). India: Thompson-Balys.

H583.4.6. King: What is your mother doing? Girl: She has gone to turn one into two (to split peas). India: Thompson-Balys.

H583.5. King: What is your sister doing? Youth: She is mourning last year's laughter. (Nurses child, the fruit of last year's love affair.) *DeVries FFC LXXIII 133ff.

H583.6. King: What are you doing? Youth: I boil those which come and go. (Beans which keep rising and falling in water.) *Types 875, 921; DeVries FFC LXXIII 115.

H583.7. King: Where shall I tie my horse? Maiden: Between summer and winter. (Between wagon and sleigh.) DeVries FFC LXXIII 254.

H583.8. Maiden (to king): The house has neither eyes nor ears. (No child at windows nor dog in yard to announce king's approach; he therefore finds her not dressed to receive him.) DeVries FFC LXXIII 252.

H583.9. Maiden (to king): Shall I feed you with loss or gain. (A slaughtered hen or milk.) DeVries FFC LXXIII 254; Lithuanian: Balys Index No. 1465*; Rumanian: Schullerus FFC LXXVIII No. 877*.

H583.10. Girl to king: Should it (the flood) come I shall not come; should it not come, I shall come. India: Thompson-Balys.

H584. Other riddling answers. Icelandic: Boberg.

H585. Enigmatic conversation of king and peasant. India: Thompson-Balys.

H585.1. The four coins. (Focus.) King: What do you do with the four coins you earn? Peasant: First I eat (feed self); second I put out at

interest (give my children); third I give back (pay debts); fourth I throw away (give my wife.) Köhler-Bolte Zs. f. Vksk. VI 161 (to Gonzenbach No. 50); BP IV 137; Oesterley No. 57; cf. Pauli (ed. Bolte) No. 8; Anderson FFC XLII 356 n. 1. — Lithuanian: Balsys Index No. 921A*; Russian: Andrejev No. 921 I*; Italian Novella: Rotunda; India: Thompson-Balsys; Africa (Swahili): Steere 295.

H585.2. *King: Why did you not do it (marry so that sons could help you)? Peasant: I did, but it was not God's will (I married three times but it was not God's will to give me sons).* India: Thompson-Balsys.

H586. *Riddling remarks of traveling companion interpreted by girl (man) at end of journey.* DeVries FFC LXXIII 43ff.; *Wesselski Märchen 197 No. 7; India: Thompson-Balsys.

J111. Clever girl.

H586.1. *Man helps traveler and makes riddling remarks.* Gives him food, shares his coat in rain, and carries him over stream. Reproaches him with traveling without mother, house, or bridge (nourishment, shelter, or horse). *Köhler-Bolte I 197f.; Nouvelles de Sens No. 3.

H586.2. *Traveler says he is going to the city to see what has become of the seed he sowed in the street.* (What has become of the girl he left in the city to await his return.) Köhler-Bolte I 197; Nouvelles de Sens No. 3.

H586.2.1. *Traveler says he is going to seek a hind that he saw in the woods ten years before.* (A maiden.) Wesselski Märchen 197 No. 7.

H586.2.2. *Traveler says he must look after his net to see if it has taken fish.* (He has left his lady seven years before with a pledge of faithfulness. Net has taken fish—lady has had lovers.) English: Child I 191 n.

H586.3. *One traveler to another: Let us carry each other and shorten the way.* (Let us tell tales and amuse ourselves on the way.) *Wesselski Märchen 197 No. 7; Nouvelles de Sens Nos. 3, 8; India: *Thompson-Balsys.

H586.4. *One traveler to another: That field (uncut) is already harvested.* (Belongs to spendthrift who has already spent the money.) Wesselski Märchen 197 No. 7.

H586.5. *One traveler to another (as they see corpse borne by): He is not entirely dead.* (Has left good property.) Wesselski Märchen 197 No. 7.

H586.6. *One traveler to another (when asked how he crossed an unbridged stream): I cross on an ashen bridge.* (Found a ford with an ashen staff.) Wesselski Märchen 197 No. 7; Nouvelles de Sens No. 8.

H586.7. *One traveler to another: Is this cup valuable or not?* (Is your daughter married or not?) India: Thompson-Balsys.

H586.8. *Boy says that travelers should catch the mares (walking sticks that are in the jungle).* India: Thompson-Balsys.

H587. *King gives enigmatic order to minister.*

H587.5. King and clever minister.

H587.0.1. *Enigmatic letter of king must be explained on pain of death.* India: Thompson-Balsys

H587.1. Riddle propounded on pain of death.

H587.1. *King: Show me a ruby eight for a pice, nectar eight for a pice, and a faithless creature worth one-eighth of a pice.* Minister: The lamp sells at eight for a pice and gives more light than any ruby; the water is the real nectar; and the dog is worthless and faithless lover because he follows anyone who feeds him. India: Thompson-Balys.

H588. *Enigmatic counsels of a father.* Taken literally bring trouble, but when properly interpreted are valuable. Icelandic: Hervarar saga 36—39, 116—18, *Boberg; India: Thompson-Balys, (Kashmir): Knowles 243; Indonesia: DeVries's list No. 232; Chinese: Eberhard FFC CXIX 256 No. 200.

J584. Wise words of dying father. Counsel proved wise by experience. J585.1. Cum grano salis. Instructions of mother followed literally by one daughter when she marries. All goes wrong. Second daughter follows them in conformity with her father's explanations and all is well.

H588.0.1. *Father-in-law gives daughter-in-law enigmatic permission to go home.* Chinese: Graham.

H588.1. *Father's counsel: walk not in sunshine from your house to your shop.* (Attend to business, rising early and retiring late.) India: Thompson-Balys.

H588.2. *Father's counsel: let pilav be your daily food.* (Eat frugally.) India: Thompson-Balys.

H588.3. *Father's counsel: marry a new wife every week.* (Do not see your wife too much.) India: Thompson-Balys.

H588.4. *Father's counsel: on wishing to drink wine go to the vat and drink it.* (Stench in vat so great that desire for wine is turned to loathing.) India: *Thompson-Balys.

H588.5. *Father's counsel: if you want to gamble, then gamble with experienced gamblers.* (If you see how wretched professional gamblers are you will not want to gamble.) *Pauli (ed. Bolte) No. 376; India: Thompson-Balys.

J21.8. "Never wager more than a groat": counsel proved wise by experience. Man loses life on wager.

H588.6. *Father's counsel: dress up the trunks of trees, cover the road.* (Plant the road with fruit trees and betel between the trees.) India: *Thompson-Balys; Batak: Voorhoeve 164f. No. 169.

H588.7. *Father's counsel: find treasure within a foot of the ground.* (Sons dig everywhere and thus loosen soil of vineyard, which becomes fruitful.) Wienert FFC LVI 82 (ET 490), 126 (ST 346); Halm Aesop No. 98; Lithuanian: Balys Index No. 914*; India: Thompson-Balys.

J80. Wisdom (knowledge) taught by parable. N500. Treasure trove.

H588.8. *Father's counsel: the four wells.* Three empty and one full (3 sons and father). Full one can fill the three empty but the three when full cannot fill the one when empty (sons when scattered will not support the father). India: Thompson-Balys.

H588.9. *Father's counsel: dam up the outlets.* (Keep expenditures down—not outlets of rice-field as son-in-law thinks). India: *Thompson-Balys.

H588.10. *Father's counsel: don't stay too late with a concubine, nor tell her any secret.* Icelandic: Boberg.

H588.11. *Always eat bread with "honey".* (Working diligently, your bread will be as sweet as honey.) Lithuanian: Balys Index No. 915A*

H588.12. *"Never greet anyone."* (Start your work the earliest, so that not you but others may greet you.) Lithuanian: Balys Index No. 915A*

H588.13. *"Always wear new shoes."* (Walk the fields bare-footed, wearing your shoes only when nearing the town.) Lithuanian: Balys Index No. 915A*

H588.14. *"Have a black look"* (frown). India: Thompson-Balys.

H588.15. *"Bite the ear"* (do state affairs secretly). India: Thompson-Balys.

H588.16. *"Take people by the locks"* (use your influence to make people subservient to you). India: Thompson-Balys.

H588.17. *"If you have to go to a prostitute, go early in the morning."* India: Thompson-Balys.

H588.18. *"When you go to the bazar, eat your morning meal first."* India: Thompson-Balys.

H588.19. *"A father should always check and never forgive; a mother should always forgive and never check."* India: Thompson-Balys.

H588.20. *"Do not plant a thorny tree."* India: Thompson-Balys.

H588.21. *Enigmatic advice: take only salt and water as food.* India: Thompson-Balys.

H591. *Extraordinary actions explained.* Herrmann Saxo II 273.
H614. Explanation of a phenomenon.

H591.1. *Man puts on shoes only when he wades river.* (He cannot see what he is walking on.) India: Thompson-Balys.

H591.2. *Man uses umbrella under trees.* (To protect self from falling branches and bird droppings.) India: Thompson-Balys.

H591.3. *Man cuts hooks for the revenge of his father* (Hamlet). Icelandic: *Boberg.

H592. *Enigmatic statement made clear by experience.*
J551.6. Only youngest son tells king truth when asked where they got their food: banished.

H592.1. *"Love like Salt."* Girl compares her love for her father to salt. Experience teaches him the value of salt. *Type 923; *BP III 305 n. 2, IV 407; *Hartland FLJ IV 309; *DeCock Studien en Essays 4f.; Cosquin Contes Indiens 103ff.; Köhler Aufsätze 14; India: *Thompson-Balys. Cf. Shakespeare's King Lear.
L81. Clever youngest daughter.

H592.1.1. *"Love like wind in hot sun."* Husband offended but later learns wife's meaning. Type 923A.

H592.2. *Poison in nectar: wife who betrays husband to his enemies.* India: Thompson-Balys.

H592.3. *Nectar in poison: mistress who saves her lover.* India: Thompson-Balys.

H592.4. *Dogs in human shape: friends who seduce man's wife.* India: Thompson-Balys.

H592.5. *Donkey ruling a kingdom: king condemning man unjustly.* India: Thompson-Balys.

H593. *Suitors receive enigmatic answers.* Girls answer in single words, which, when arranged in certain order, show that they accept. Italian Novella: Rotunda.

H594. *Inhospitability reproved enigmatically.*
J1561. Inhospitability repaid.

H594.1. *Enigmatic statement: roof has no eaves.* (Else it would give the beggar shelter.) India: Thompson-Balys.

H594.2. *Enigmatic statement: the tank (pond) does not belong to you.* (Else you would have given the beggar fish to eat.) India: Thompson-Balys.

H594.3. *Enigmatic statement: the flocks are only rocks and grass.* (Else you would have given the beggar milk and curds.) India: Thompson-Balys.

H595. *Enigmatic welcome of host.* Sounds very inhospitable but properly interpreted makes guests welcome. India: Thompson-Balys.

H595.1. *Symbolic invitation to continued liberality.* Icelandic: *Boberg.

H596. *Enigmatic counsels of relatives* (other than father). Spanish: Childers.
H541.1. Riddle propounded on pain of death.

H596.1. *Enigmatic counsels of a brother.* Spanish: Childers.

H596.1.1. *Enigmatic counsels of older brother.* Gray younger brother asks well-preserved older brother for the secret of his good health. Answer: A measured mouth, a close purse, and a knot on the trouser's fly. Spanish: Childers.

H599. *Other enigmatic statements.*

H599.1. *Girl will not drink of water which had no father or mother* (i.e., stagnant). India: Thompson-Balys.

H599.2. *Enigmatic statements of a sham mad man* (Hamlet). Icelandic: *Boberg.

H599.3. *Clever flatterer: Sir, you are a full moon, and my sovereign is a new moon* (the full moon will decline, but the new moon has but started on its growth). India: Thompson-Balys.

H599.4. *Man asked to kill thousands, press hundreds beneath his arm, etc.* (To shave his head, put some hairs under his arm, etc.) India: Thompson-Balys.

H599.5. *Enigmatic counsel: uproot old trees and plant new ones* (dismiss old governors and appoint new). Jewish: Neuman.

H599.6. *Give coals orange color, let glimmer of gold appear like expanse of heaven, prepare two heads of darkness.* (Request for chickens for breakfast.) Jewish: Neuman.

H600. Symbolic interpretations. Irish myth: *Cross.

A666. Ladder to heaven. VI24.1. Saint hangs cowl in thornbrake as symbol of Christ on the Cross. V514. Non-religious visions. V515. Allegorical visions. WI31.0.1. Cauldron of greed. Filled with gold. Z100. Symbolism.

H601. Wise carving of the fowl. Clever person divides it symbolically: head to head of house, neck to wife, wings to daughters, legs to sons; keeps rest for himself. *Type 875; *BP II 360 n. 1; *Taylor JAFL XXXI 555; Köhler-Bolte II 645ff.; Scala Celi 37a No. 205; Pauli (ed. Bolte) No. 58. — Lithuanian: Balys Index No. 1580*; Russian: Andrejev No. 1580*; Livonian: Loorits FFC LXVI No. 1533*; Italian Novella: *Rotunda; Jewish: *Neuman; Filipino: Fansler MAFLS XII 63, 253, 351.

H601.1. Wise division of the goat (similar). India: Thompson-Balys.

H602. Symbolic meaning of numbers, letters, etc.

H602.1. Symbolic meaning of numbers. Jewish: Neuman.

H602.1.1. Symbolic meaning of numbers one to seven (ten, twelve). E.g. One: sun; two: Moses' tablets; three: three Maries; etc. *Type 812; *BP III 15 n. 1; Irish myth: Cross; Spanish: Boggs FFC XC 156 No. 2045*; Japanese: Ikeda.

H602.2. Symbolic interpretation of letters. Pauli (ed. Bolte) No. 7; Jewish: Neuman.

H602.3. Symbolic interpretation of names. Jewish: *Neuman.

H603. Symbolic interpretation of playing cards. Soldier reproved for playing cards during church says that playing cards are his prayer-book and calendar. Ace: one God, one Faith, one Baptism; 2: old and new Testaments; 3: Trinity; 4: evangelists; 5: wise virgins; 6: days of creation; 7: sabbath; 8: Noah's family; 9: ungrateful lepers; 10: commandments; knave (jack): Judas; queen (of Sheba); king: God; 12 face cards: 12 months; etc. *Type 1613; **Bolte Zs. v. Vksk. XI 376ff., XIII 84; Penzer IV 240 n. 1.

H604. Symbolic meaning of spiced and bitter tongue served at dinner. (Cf. H605, H606.) Spanish Exempla: Keller.

H605. Angel gives symbolic interpretation of value of work as well as of prayer. Works and prays where monk can see him. (Cf. H604, H606.) Spanish Exempla: Keller.

H606. Symbolic interpretation of sin. Priest drags heavy sack of sand behind him to show how men drag sin. (Cf. H604, H605.) Spanish Exempla: Keller.

H607. Discussion by symbols. Sign language. *Penzer I 80f. n.; *Pauli (ed. Bolte) No. 32; W. Coland Zs. f. Vksk. XXIV 88; Hertel ibid. XXIV 317; Loewe ibid. XXVIII 126; *Bolte Reise der Söhne Giaffers 206; Irish myth: Cross; India: *Thompson-Balys.

J1269.12. Pedantic priest repaid by youth who speaks whole sentence composed of metaphors priest has used. Thus announces fire set by cat's tail.

H607.1. Discussion between priest and Jew carried on by symbols. E.g., priest raises three fingers (Trinity); Jew raises arm (one God); etc. *Anderson FFC XLII 354 n. 4; Köhler-Bolte II 479ff.; *Loewe Zs. f. Vksk. XXVIII 126; Penzer VI 249; Irish myth: Cross; Lithuanian: Balys Index No. 922A*; Spanish Exempla: Keller; Italian Novella: *Rotunda; India: Thompson-Balys; Japanese: Ikeda.

H607.2. *Discussion between two poets (sages?) carried on in poetic obscure language.* Irish myth: *Cross.

H607.2.1. *Learned professor from one university examines by signs a professor at another university (actually shoemaker or miller or the like).* England, Scotland: *Baughman.

H607.3. *Princess declares her love through sign language: not understood.* India: Thompson-Balys.

T55. Girl as wooper. Forthputting woman.

H607.4. *Is town too full of anchorites?* Saint entering holy town is sent cup full to brim of milk by its worldly-minded fakirs that he may know the town can hold no more anchorites. Saint floats a flower on milk and returns cup. India: Thompson-Balys.

H608. *Symbolic interpretation of official robes.*

H608.1. *Symbolic interpretation of points on a bishop's hat.* Pauli (ed. Bolte) No. 100.

H611. *Youth asks for branch of tree; promised root.* (Branch = youngest daughter; root = eldest.) Type 1465*.

H611.1. *Melons ripe and overripe analogous to girls ready for marriage.* Iraq: Ethel Stevens Folk Tales of Iraq (London, 1931) 60.

H611.2. *Sign message sent by girl to enamored prince; interpreted by prince's friend.* India: Thompson-Balys.

H611.3. *Chief asks another for cutting of yams to complete his yam patch (daughter in marriage).* Reply that seed yams for the year are shrivelled and old and it is too early for seedlings (his daughters are too young or too old). Tonga: Gifford 43.

H614. *Explanation of enigmatic phenomenon.* Jewish: Neuman.

H591. Extraordinary actions explained.

H614.1. *Explanation of phenomenon; a man who not only picks up wood but everything that lies in his path (a miser).* India: Thompson-Balys.

H614.2. *Explanation of phenomenon: large pond emptying itself into several smaller pools (man may spend without getting any return).* India: Thompson-Balys.

H617. *Symbolic interpretations of dreams.* Jewish: Neuman.

J157. Knowledge from dream.

H619. *Other symbolic interpretations.* Irish myth: Cross; Jewish: *Neuman.

H619.1. *Symbolic interpretation of chairs in heaven.* Irish myth: Cross.

H619.2. *Symbolic interpretation of church and image therein.* Irish myth: Cross.

H619.3. *Roots and branches of World-tree explained symbolically.* Irish myth: Cross.

H619.4. *Symbolic interpretation of ineffectual thatching of house and building of fire in otherworld. (Cf. F171.6.5, -F171.6.6.)* Irish myth: *Cross.

H619.5. *Symbolical interpretation of fight between one-legged bird and*

twelve-legged bird. One-legged bird symbolizes innocence; twelve-legged bird, guilt. (Cf. B15.6.3.3.2.) Irish myth: *Cross.

H620. The unsolved problem: enigmatic ending of tale.

H621. Skillful companions create woman: to whom does she belong?
Woodcarver carves a doll, tailor clothes her, gardener gives her speech (or the like). (Answer sometimes given: her father, her mother, or her husband.) *Type 945; *BP III 53ff.; Tille FFC XXXIV 254; India: *Thompson-Balys; Indonesia: DeVries's list No. 199; Africa (Fjort): Dennett 33 No. 3; Cape Verde Islands: Parsons MAFLS XV (1) 112 No. 39.

F660. Remarkable skill. F954.2. Dumbness cured by question. Dumb princess is brought to speech by telling a tale ending with a question to be solved. F1023. Creation of a person by cooperation of skillful men. R111.7. Joint rescuers quarrel over rescued princess. Z16. Tales ending with a question.

H621.1. Skillful companions resuscitate girl: to whom does she belong?
India: *Thompson-Balys.

J1171.2. Solomon's judgment: the divided bride. Three suitors dispute over a woman. When it is proposed to divide her, the true lover is discovered.

H621.2. Girl rescued by skillful companions: to whom does she belong?
*Type 653; *BP III 45; India: *Thompson-Balys.

H625. Hare and pig race across ditch. Each falls in his own way, pig behind hare. Which is winner? India: Thompson-Balys.

H630. Riddles of the superlative.

H663. Riddle: what is whiter than a swan? An angel. H1300. Quests for the unique.

H631. Riddle: what is the strongest? *Types 461, 875, 922; *BP II 357; *DeVries FFC LXXIII 84, Aarne FFC XXIII 129; Japanese: Ikeda.

Z41.2. Stronger and Strongest.

H631.1. What is the strongest? A horse. *DeVries FFC LXXIII 85; Arab: Azov JPASB II 415f.

H631.2. What is the strongest? God. DeVries FFC LXXIII 85.

H631.3. What is strongest? Earth. Type 875; DeVries FFC LXXIII 85; *BP II 357; Köhler-Bolte I 457f.

H631.4. What is strongest? Woman. Italian Novella: Rotunda; Jewish: bin Gorion Born Judas I 23, 360, Neuman.

H631.5. What is strongest? Truth. Spanish Exempla: Keller; Italian Novella: Rotunda; Jewish: Neuman; Japanese: Ikeda.

H631.6. What is mightiest? Rain. India: Thompson-Balys.

H631.7. What is strongest? Necessity. BP II 359.

H631.8. What is strongest? Wine. Jewish: *Neuman.

H631.9. What is strongest? The king. Jewish: *Neuman.

H632. Riddle: what is the swiftest? *Type 875; *DeVries FFC LXXIII 69ff.

H632.1. What is swiftest? Thought. *DeVries FFC LXXIII 71; *BP III 233.

H632.2. What is swiftest? *The eye.* *DeVries FFC LXXIII 72.
H632. Riddle: what is swifter than bird, the wing, or lightning? *The eye.*

H632.3. What is swiftest? *The sun.* DeVries FFC LXXIII 72.

H633. Riddle: what is sweetest? Type 875; *DeVries FFC LXXIII 79ff.; *BP III 233.

H633.1. What is sweetest? *Sleep.* *DeVries FFC LXXIII 81.

H633.2. What is sweetest? *Peace in heaven.* *DeVries FFC LXXIII 81.

H633.3. What is sweetest? *Mother's breast.* DeVries De Sage van het ingemetselde Kind (Nederlandsch tijdschrift voor volkskunde XXXII 192ff); BP III 43; Krappe Balor 165ff.; India: Thompson-Balys.

H633.4. What is sweetest? *One's own interest.* India: *Thompson-Balys.

H633.5. What is sweeter than sugar? *The princess's speech.* India: Thompson-Balys.

H634. Riddle: what is the sweetest song? *Type 922; *Anderson FFC XLII 233; Irish myth: Cross.

H634.1. What is the sweetest song? *Angel song.* Anderson FFC XLII 233.

H635. Riddle: what is the sweetest sound? Anderson FFC XLII 233; DeVries FFC LXXIII 90; Italian Novella: Rotunda.

H635.1. What is the sweetest sound? *Bell-ringing.* Anderson FFC XLII 233; DeVries FFC LXXIII 91; BP II 357.

H635.2. What is the sweetest sound? *God's Word.* DeVries FFC LXXIII 90.

H636. Riddle: what is the richest? Types 461, 875; BP III 357; Aarne FFC XXIII 129.

H636.1. What is richest? *Autumn.* Type 875; BP III 349; Köhler-Bolte I 457f.

H637. Riddle: what is the hardest? BP III 16.

H637.1. What is hardest? *Parent's heart* (said by child being sacrificed). *DeVries De Sage van het ingemetselde Kind (Nederlandsch tijdschrift voor volkskunde XXXII 192ff.); BP III 43; *Krappe Balor 165ff.

S261.1. Child as foundation sacrifice smiles and wins freedom.

H637.2. What is the hardest? *Death.* DeVries FFC LXXIII 94.

H638. Riddle: what is costliest? BP III 233.

H638.1. What is costliest? *The earth.* Köhler-Bolte I 457f.

H641. Riddle: what is most beautiful? *BP II 357; Köhler-Bolte I 457f.

H641.1. What is most beautiful? *The spring.* *Type 875; *BP II 357; Köhler-Bolte I 457f.

H641.2. What is most beautiful? *Earth.* BP II 358.

H642. Riddle: what is highest? DeVries FFC LXXIII 93.

H642.1. What is highest? *Sun, moon, and stars.* DeVries FFC LXXIII 93.

H643. Riddle: what is deepest? DeVries FFC LXXIII 92.

H643.1. *What is deepest? The heart of man.* DeVries FFC LXXIII 92; BP II 358.

H644. *Riddle: what is longest?* DeVries FFC LXXIII 93.

H644.1. *What is longest? The way through the world.* DeVries FFC LXXIII 93.

H645. *Riddle: what is the heaviest?* DeVries FFC LXXIII 94.

H645.1. *What is heaviest? Lead.* DeVries FFC LXXIII 94.

H646. *Riddle: what is greenest?* DeVries FFC LXXIII 94.

H646.1. *What is greenest? The Month of May.* DeVries FFC LXXIII 94.

H647. *Riddle: what is the most beloved?* DeVries FFC LXXIII 94.

H647.1. *What is most beloved? Life.* DeVries FFC LXXIII 94.

H647.2. *What is most beloved? Health.* DeVries FFC LXXIII 94.

H648. *Riddle: what is best?* DeVries FFC LXXIII 95; *Krappe Revue Celtique XLVII 40ff.

H648.1. *What is best? God.* DeVries FFC LXXIII 95; BP II 358.

H648.2. *What is best? Water.* DeVries FFC LXXIII 95.

H651. *Riddle: what is brightest?* DeVries FFC LXXIII 88.

H651.1. *What is brightest? The sun.* DeVries FFC LXXIII 89.

H651.2. *What is brightest? Mother's eyes.* (Cf. H662.) DeVries De Sage van het ingemetselde Kind (Nederlandsch tijdschrift voor volkskunde XXXII 192ff.).

H652. *Riddle: what is softest?* DeVries FFC LXXIII 87; BP II 358.

H652.1. *What is softest? The hand.* (In order to lie soft one places his hand between the head and the pillow.) DeVries FFC LXXIII 88; BP II 358.

H652.2. *What is softest? Mother's bosom.* DeVries De Sage van het ingemetselde Kind (Nederlandsche tijdschrift voor volkskunde XXXII 192ff.)

H662. *Riddle: what is dearer than gold? Mother love.*

H653. *Riddle: what is the fattest?* DeVries FFC LXXIII 75ff.

H653.1. *What is the fattest? The earth.* DeVries FFC LXXIII 77; BP II 357L; Anderson FFC XLII 232 n. 3.

H659. *Riddles of the superlative—miscellaneous.*

H659.1. *Riddle: what is oldest?*

H659.1.1. *What is oldest? God.* BP II 358.

H659.2. *Riddle: what four things are hardest to hold?* Anderson FFC XLII 228.

H659.2.1. *What four things are hardest to hold? Wolf by eyebrows, bear by claws, snake by tail, hawk by beak.* Anderson FFC XLII 228.

H659.3. *Riddle: what are best and worst stones?*

H659.3.1. *What are best and worst stones? Best: altar, whetstone, mill-stone; worst: hailstone, stone in the eye, gallstone.* Anderson FFC LXII 228; BP III 220 n. 3; DeVries FFC LXXIII 95.

H659.4. Riddle: what is the best fowl?

H659.4.1. What is the best fowl? The goose, since it makes the cabbage sweet and the bed soft. Type 922; BP III 233.

H659.5. Riddle: what is best religion — Christian or Mohammedan?

H659.5.1. What is best religion — Christian or Mohammedan? They are equally good; as both eyes are equally dear to you, so are both religions to God. (Cf. J1262.9.) Anderson FFC XLII 237.

H659.6. Riddle: what kind of work occupies most men?

H659.6.1. What kind of work occupies most men? Healing, for every sick man practices this. Anderson FFC XLII 228.

H659.7. Riddle: what is greatest?

H659.7.1. What is greatest? Fame. BP II 358.

H659.7.2. What is the greatest? A sense of shame. Italian Novella: Rotunda.

H659.7.3. What is the greatest? Charity. Spanish Exempla: Keller.

H659.7.4. What is the greatest villainy? Stealing. Spanish Exempla: Keller.

H659.8. What is moistest? The south wind. Arab: Azov JPASB II 415f.

H659.9. Riddle: what is wisest?

H659.9.1. What is wisest? Time. BP II 358.

H659.10. Riddle: what is most general?

H659.10.1. What is most general? Hope. BP II 359.

H659.11. Riddle: what is most useful?

H659.11.1. What is most useful? Excellence. BP II 359.

H659.12. Riddle: what is most shameful?

H659.12.1. What is most shameful? Cowardice. BP II 359.

H659.13. Riddle: what is most pleasant?

H659.13.1. What is most pleasant? Love. (In spite of childbirth pains women continue becoming pregnant.) Arab: Azov JPASB II 415f.

H659.14. Riddle: what is easiest?

H659.14.1. What is easiest? The natural. BP II 359.

H659.15. Riddle: what is the hardest to skin?

H659.15.1. What is the hardest to skin? The male member. DeVries FFC LXXIII 96.

H659.16. Who are the best painters? Women (in the art of make-up). Italian Novella: Rotunda.

H659.17. Riddle: what is the best time to eat? For the rich man, when he wishes; for the poor man, when he has something to eat. Spanish: Childers.

J171.2. King questions six doctors.

H659.18. *What are the most accursed things?*

H659.18.1. *What are the most accursed things? A thriftless wife, a bald-headed daughter, a sour-faced daughter-in-law, a crooked axle, and a field which lies across the village road.* India: Thompson-Balys.

H659.19. *What is the most difficult to find and the most difficult to lose? The truth.* Spanish Exempla: Keller.

H659.20. *Who are really irresistible? Meat and drink.* India: Thompson-Balys.

H659.21. *Who are really meek? Cows and daughters.* India: Thompson-Balys.

H659.22. *Which is best, domestic or ascetic life? With good wife domestic life is best.* India: Thompson-Balys.

H659.23. *Which is the best of flowers?* Cotton. India: Thompson-Balys.

H659.24. *What is the finest jewel?* India: Thompson-Balys.

H659.25. *What is most faithful thing in world?* India: Thompson-Balys.

H659.26. *What is most faithless thing in world?* India: Thompson-Balys.

H660. Riddles of comparison. Boberg Danske Studier 1945, 1ff., and Øst og Vest, Afhandlinger til Arthur Christensen (Kbhvn. 1945) 192. — Irish myth: Cross.

H661. *Riddle: what is swifter than a bird, the wind or lightning? The eye.* (Cf. H632.2.) Gascon: Bladé I 9 No. 1.

H662. *Riddle: what is dearer than gold? Mother love.* (Cf. H651.2.) Swiss: Jegerlehner Oberwallis 311 No. 60.

H663. *Riddle: what is whiter than a swan? An angel.* *Fb "engel".

H671. *Riddle: what is sweeter than honey?* (Cf. H633.) BP III 16.

H672. *Riddle: what is softer than swan down?* (Cf. H652.1.) BP III 16.

H673. *Riddle: what is harder than stone?* (Cf. H637.) BP III 16.

H674. *Who is greater than God? Man's purpose.* India: Thompson-Balys.

H680. Riddles of distance.

H681. *Riddles of terrestrial distance.*

H681.1. *Riddle: how far is it from one end of the earth to the other (east to west)?* *Type 922; *Anderson FFC XLII 146ff.; Fb "jord"; BP III 232.

H681.1.1. *How far is it from one end of the earth to the other? A day's journey, since the sun makes it daily.* *Type 922; Anderson FFC XLII 147. — Jewish: *Neuman.

H681.2. *Riddle: how deep is the earth (or how far to lower world)?* Anderson FFC XLII 140.

H681.2.1. *How deep is the earth? It is deep: my grandfather went into it (died) years ago and has not yet returned.* Anderson FFC LXII 141.

H681.2.2. *How deep is the earth? My father went five years ago to measure it (died); when he returns I shall tell you the result.* Anderson FFC XLII 142.

H681.3. *Riddle: what is the center of the earth?* *Type 922; Anderson FFC XLII 157.

A875.1. *Navel of the earth.* A1181. Determination of world center.

H681.3.1. *Where is the center of the earth? Here; if you don't believe it, measure it yourself.* Anderson FFC XLII 158; India: Thompson-Balys.

H681.3.2. *Where is the center of the earth? Here, for the earth is round and any point can serve as center.* Anderson FFC XLII 158.

H681.4. *Riddle: how deep is the sea?* *Type 922; *Anderson FFC XLII 130.

H681.4.1. *How deep is the sea? A stone's throw.* *Type 922; Anderson FFC XLII 130; BP III 231.

H681.4.2. *How deep is the sea? At first, knee-deep; further on, waist-deep, neck-deep; and beyond that over the head.* India: Thompson-Balys.

H682. *Riddles of heavenly distance. (Cf. A658.)*

H682.1. *Riddle: how far is it from earth to heaven?* *Type 922; BP III 231; Anderson FFC XLII 113; Jewish: *Neuman.

F76. Time involved in upper world journey.

H682.1.1. *How far is it from earth to heaven? A day's journey, since Christ went to heaven in one day.* (A half-day's journey, similar reason). *Anderson FFC XLII 119; Wesselski Bebel I 36 No. 75.

H682.1.2. *How far is it from earth to heaven? A day's journey, since there is no inn to stop at on the way.* *Anderson FFC XLII 119.

H682.1.3. *How far is it from earth to heaven? So and so high, and if you don't believe it, measure it yourself.* *Anderson FFC XLII 118.

H682.1.4. *How far is it from earth to heaven? As far as you can see.* *Anderson FFC XLII 120.

H682.1.5. *How far is it from earth to heaven? As far as from heaven to earth.* *Anderson FFC XLII 120.

H682.1.6. *How far is it from earth to heaven? Not far; when it thunders there it can be heard here.* Anderson FFC XLII 120.

H682.1.7. *How far from earth to heaven? A calf's (fox's) tail, if it were long enough.* *Anderson FFC XLII 121; BP III 231; cf. Pauli (ed. Bolte) No. 96; Fb "kalvehale".

J1291.3. *How many priests should one have in one place? How many fox tails will reach to heaven? All depends on the length of the tails.*

H682.1.8. *How far from earth to heaven? A leg's length, for it is written, Heaven is my throne and earth my footstool.* Anderson FFC XLII 121.

H682.1.9. *How far from earth to heaven? One step, for they say, He stands with one foot in the grave and one in heaven.* Anderson FFC XLII 122.

H682.1.10. *How far from earth to heaven? The devil knows for he has fallen this distance.* Alphabet No. 67.

H682.2. *Riddle: how wide is heaven?* Anderson FFC XLII 227.

H682.2.1. *How wide is heaven? So and so wide, and if you do not believe it, go measure it yourself.* Anderson FFC XLII 227.

H682.3. *How many exits from paradise?* Moreno Esdras; Jewish: Neuman.

H685. *Riddle: how far is it from happiness to misfortune?* Anderson FFC XLII 215.

H685.1. *How far is it from happiness to misfortune? One day; yesterday I was herdsman and now I am abbot.* (Cf. H561.2.) Anderson FFC XLII 216.

H690. *Riddles of weight and measure.*

H691. *Riddles of weight.*

H691.1. *Riddle: how much does the moon weigh?* Anderson FFC XLII 172.

H691.1.1. *How much does the moon weigh? A pound, for it has four quarters.* *Type 922; BP III 232; *Anderson FFC XLII 173; Köhler-Bolte I 458.

H691.1.2. *How much does the moon weigh? So and so much, and if you don't believe it go and weigh it yourself.* Anderson FFC XLII 174.

H691.2. *Riddle: how heavy is the earth?* Anderson FFC XLII 143.

H691.2.1. *How heavy is the earth? Take away all the stones and I will weigh it.* Anderson FFC XLII 143.
H591. Countertasks.

H696. *Riddles of measure.*

H696.1. *Riddle: how much water is in the sea?* Anderson FFC XLII 134.

H696.1.1. *How much water is in the sea? Stop all the rivers and I will measure it.* Anderson FFC XLII 134; Japanese: Ikeda.
H142.3. Task: drinking the sea dry. Countertask: stop all the rivers.
H144.3. Task: dipping out the sea with a spoon. Countertask: stop all the rivers. H144.2. Counting the waves.

H696.1.2. *How much water is in the sea? So and so much, and if you don't believe it, go measure it yourself.* Anderson FFC XLII 136.

H696.1.3. *How much water is in the sea? A tub-full if the tub is large enough.* Anderson FFC XLII 134.

H696.1.4. *How many measures of water are in the river?* India: Thompson-Balys.

H700. *Riddles of numbers.*

H701. *Riddle: how many seconds in eternity?* Anderson FFC XLII 232.

H701.1. *How many seconds in eternity? A bird carries a grain of sand from a mountain each century; when the whole mountain is gone, the first second of eternity has passed.* (Cf. D791.1.2, H1583, X950.2, Z61.) *Type 922; BP III 232; *Anderson FFC XLII 232.

H702. *Riddle: how many stars in the heavens?* *Type 922; BP III 231; Anderson FFC XLII 162ff.; Spanish: Boggs FFC XC 116 No. 970.

H702.1. *How many stars in the heavens? As many as the grains of sand;*

if you don't believe it, count them yourself. *Anderson FFC XLII 166.

H702.1.1. *How many stars in the heaven?* Two million; if you don't believe it, count them yourself. India: Thompson-Balys.

H702.2. *How many stars in the heavens?* As many as the hairs in the head; if you don't believe it, count them yourself. *Anderson FFC XLII 167.

H702.2.1. *How many stars in the heavens?* As many as the hairs in the goatskin (on a donkey). India: Thompson-Balys.

H702.3. *How many stars in the heavens?* As many as the points on paper; if you don't believe it, count them yourself. *Anderson FFC XLII 167

H703. *Riddle: how many hairs are in the head?* *Types 922, 926**; BP III 231; Anderson FFC XLII 230.

H1118. Task: counting hairs in pig's back (feathers in bird).

H703.1. *How many hairs are there in the head?* As many as are in the tail of my ass; if you don't believe it we will keep pulling out one hair from your beard and one from his tail. Anderson FFC XLII 230.

H704. *Riddle: how many drops in the sea.* (Cf. H696.1.1.)

H705. *Riddle: how many leaves are on the tree?* Anderson FFC XLII 175; West Indies: Flowers 459.

H705.1. *How many leaves are on the tree?* As many as there are stems for. *Anderson FFC XLII 176.

H705.2. *How many leaves are on the tree?* So and so many; and if you don't believe it, go count them. *Anderson FFC XLII 176.

H705.3. *How many leaves are on the tree?* Counterquestion: *how many stars in the sky?* (Cf. H702.) Spanish: Boggs FFC XC 116 No. 970.

H706. *Riddle: how many days have passed since the time of Adam?* Anderson FFC XLII 227.

H706.1. *How many days have passed since the time of Adam?* The seven days of the week. Anderson FFC XLII 227.

H1117. Task: bringing as many horses as there are days in the year. (Brings one for each week-day.)

H707. *Riddle of dates.*

H707.1. *When were you born?* Its beginning is like its end, its top like its bottom (1691). Trog Am Urds-Brunnen IV 105.

H708. *Are there more men or women in the world?* India: Thompson-Balys.

H710. *Riddles of value.*

H711. *Riddle: how much am I (the king) worth?* Anderson FFC XLII 194; cf. Aarne FFC XXIII 129.

H711.1. *How much am I (the king) worth?* Twenty-nine pieces of silver, for Christ was sold for thirty. (Cf. H716.) *Type 922;* Anderson FFC XLII 194; *BP III 232; *Fb "værd".

H712. *Riddle: how much is my beard (king's) worth?* *Type 875; DeVries FFC LXXIII 160; BP II 359.

H712.1. *How much is king's beard worth? The months July, August, and September.* Köhler-Bolte I 456.

H712.2. *How much is king's beard worth? A May rain (three rains in summer).* DeVries FFC LXXIII 161; Köhler-Bolte I 456.

H713. *Riddle: how much is a golden plow (throne, crown, palace) worth?* *DeVries FFC LXXIII 160ff.; *Anderson FFC XLII 180ff.

H713.1. *How much is a golden plow (throne, crown, palace) worth? A rain in May.* *DeVries FFC LXXIII 161ff.; *Anderson FFC XLII 186.

H715. *Riddle: how much does the sun earn for his daily work?* Anderson FFC XLII 226.

H715.1. *How much does the sun earn for his daily work? A day's wages.* Anderson FFC XLII 226.

H716. *Riddle: how much is a certain crucifix worth? Twenty-nine pieces of silver.* (Cf. H711.1.) Italian Novella: Rotunda.

H720. *Metaphorical riddles.* Jewish: *Neuman.
Z100. Symbolism.

H721. *Riddle of the year.* **Aarne FFC XXVI 74ff.
A732.1. Cattle and sheep of the sun. Three hundred and fifty of each (days and nights of the lunar year).

H721.1. *Riddle: tree with twelve branches, each with thirty leaves, black and white. Year, month, days and nights.* *Chauvin V 195 No. 114; *BP II 355 n. 1.

H721.2. *Riddle: tree with leaves white on one side and black on other. Year made up of nights and days.* Chauvin V 192 No. 113.

H721.3. *Riddle: twelve cypresses with thirty boughs each. Years and months.* Persian: Carnoy 348.

H721.4. *Riddle: palace consisting of 8760 stones; twelve trees, thirty branches, each with black and white cluster of grapes. Year, months, days, hours.* *Chauvin VI 40 No. 207.

H722. *Riddle of the day and night.* (Cf. H721.1, H721.2, H721.4.)

H722.1. *Riddle: white brother, black sister: every morning brother kills sister; every evening sister kills brother; they never die. (Day and night.)* Köhler-Bolte I 116; Gascon: Bladé I 9 No. 1.

H722.2. *Riddle: black and white horses chasing each other. (Day and night.)* Persian: Carnoy 349.

H725. *Riddle of the course of the sun.*

H725.1. *Riddle: bird nests on top of one cypress in morning, on top of another in evening. (Bird is the sun.)* Persian: Carnoy 349.

H726. *Riddle: who are the real travellers? The son and the moon.* India: Thompson-Balys.

H731. *Riddle of king and courtiers.*

H731.1. *Riddle: king in red; courtiers in white. (Sun and its rays.)* Chauvin VI 39 No. 207 n. 1.

H731.2. *Riddle: king in white; courtiers in white. (Moon and stars.)* Chauvin VI 39 No. 207 n. 1.

H731.3. Riddle: king in red; courtiers in different colors. (Spring and flowers.) Chauvin VI 39 No. 207 n. 1.

H734. Riddle: what is the mother who devours her children when they grow up? (Ocean and rivers.) Chauvin V 192 No. 113.

H741. Riddle: white field, black seed. (Paper with writing.) *Aarne FFC XXVI 35ff.

H742. Riddle: two legs, three legs, four legs. (Man, three-legged stool, dog.) **Aarne FFC XXVII 24ff.

H743. Riddle: four hang, four walk, two show the road, one wags behind. (Cow's teats, feet, eyes, tail.) (Other answers: cat, dog, horse, hog, etc.) **Aarne FFC XXVII 60ff.

H744. Riddle: six legs, four ears, two faces, etc. (Horse and rider.) **Aarne FFC XXVII 173ff.

H746. Riddle: bill white, horns on feet, knob on head (cock). Zachariae 58.

H751. Riddle: who of fourfold beard is he, of azure foot and neck so ruddy? Arrow. India: Thompson-Balys.

H761. Riddle of the Sphinx: what is it that goes on four legs in the morning, on two at midday, and on three in the evening. (Man, who crawls as a child, walks in middle life, and walks with a stick in old age.) **Aarne FFC XXVII 3ff.; **Laistner Rätsel der Sphinx; Gascon: Bladé I 10 No. 1; Greek: Frazer Apollodorus I 349 n. 1; Köhler-Bolte I 115; Fb "menneske" II 578a.

B51. Sphinx. C622. Tabu: solving sphinx's riddle; sphinx perishes. H541.1. Sphinx propounds riddle on pain of death.

H761.1. Riddle: two are better than three (two legs better than man with staff in old age). Jewish: *Neuman.

H762. Riddle: what is the creature that is of all countries, that is loved by all the world, and that has no equal? (The sun.) Chauvin V 192 No. 113.

H763. Riddle: the father not yet born, the son already at the top of the house. (Flame and smoke.) Köhler-Bolte I 268.

H764. Riddle: bird without feathers flies on tree without leaves. (Snow falls on bare tree.) **Aarne FFC XXVIII 1ff.

H765. From wooden spring iron bucket makes stones from which water flows. (Metal stick picks stone from eye. If you rub lids with it, tears come.) Jewish: bin Gorion Born Judas III 32, 297f., *Neuman.

H767. Allegorical riddles. Irish myth: Cross.

H767.1. Riddle: what is that thou passest over with haste? (The field of youth; the mountains of youth, etc.) Irish myth: Cross.

H768. What house gives no hostages, cannot be burned, and cannot be harried? (The fairy stronghold [sidh] of brugh na Boinne.) Irish myth: Cross.

F221. House of fairy.

H770. Riddles of explanation. Jewish: Neuman.

H771. Riddle: why is the hair gray before the beard? (It is twenty years older.) *Wesseliski Arlotto II 270 No. 222.

H772. Riddle: *why are there more days than nights?* (The moon turns some nights into days.) Chauvin V 38 No. 365.

H773. Riddle: *why are there more living than dead?* (There are some of the dead of whom we still speak.) Chauvin V 38 No. 365.

H774. Riddle: *why are there more women than men?* (Some women make women [i.e., weaklings] of their husbands.) Chauvin V 38 No. 365.

H790. Riddles based on unusual circumstances. India: Thompson-Balys.

H791. Riddle: *a fish was my father; a man was my mother.* (Man eats magic fish and becomes pregnant; a girl is taken from his knee.) *Type 705; *Fb "fisk" I 297; Norse: Christiansen Norske Eventyr 96. T578. Pregnant man.

H792. Riddle of the unborn. I am unborn; my horse is unborn; I carry my mother on my hands. (A boy who has been taken from his dead mother's body digs up the body of his mother and makes gloves of her skin. He rides on a colt which has been taken from a dead mare's body.) *Type 851; BP I 196; Spanish: Boggs FFC XC 112 No. 927*B; Africa (Swahili): Werner African 356.

H793. Riddle: *seven tongues in a head.* (A horse's head in which a bird's nest is found with seven birds in it.) *Type 927; Köhler-Bolte I 46; *Fb "hestehoved".

H795. Relationship riddles arising from unusual marriages of relatives. *Köhler-Bolte I 218; Hertz Abhandlungen 416; Jewish: *Neuman.

H797. Riddle: *what does God do?* Anderson FFC XLII 200.

H797.1. *What does God do? He brings low the proud and exalts the lowly* (said by shepherd masking as bishop to king, who has exchanged places with him). (Cf. H562.) Anderson FFC XLII 207.

H797.2. *What does God do? God is astonished that I sit on a horse and the king on an ass* (see H797.1.). Anderson FFC XLII 209.

H802. Riddle: *one killed none and yet killed twelve.* (Horse is poisoned; raven eats of him and dies; twelve robbers eat raven and die.) *Type 851; BP I 188ff.; *Fb "hest" I 598b, "ravn" III 23a; India: Thompson-Balys; Africa (Gold Coast): Barker and Sinclair 172 No. 34; Jamaica: Beckwith MAFLS XVII 284 No. 116.

H803. Riddle: *deaths from sleepiness, anger, and greed.* Elephant sleeps before snake's hole. Snake bites elephant and kills it. Jackal eats hole in elephant and is caught inside. Snake can't get out of its hole. India: Thompson-Balys.

H804. Riddle: *from the eater came forth meat and from the strong sweetness.* (Swarm of bees and honey in lion's carcass.) Jewish: Judges 14:14.

H805. Riddle of the murdered lover. With what thinks, I drink; what sees, I carry; with what eats I walk. (Queen has cup made from skull of her murdered lover; ring with one of his eyes; she carries two of his teeth in her boots.) *Type 851; *BP I 196, II 361; Köhler-Bolte I 350, 372; India: Thompson-Balys.

H806. Riddle: *drink this wine which a bird took to nest.* (Stork took bunch of grapes to nest; boy makes wine from them.) Spanish: Boggs FFC XC 112 No. 927B*.

H807. *Formerly I was daughter, now I am mother; I have a son who was the husband of my mother.* (Girl has nursed her imprisoned father through a crack in the prison wall.) Spanish: Boggs FFC XC 111 No. 927*A.

R81. Woman suckles imprisoned relative through prison wall.

H810. Riddles based on the Bible or legend. Jewish: *Neuman.

H811. *Riddle: who first spun and when?* (Eve.) Chauvin V 195 No. 114.

H812. *Riddle: what were the clothes of Adam and Eve?* (Their hair.) Chauvin V 195 No. 114.

H813. *Riddle: who, having neither father nor mother, are dead?* (Adam and Eve.) Chauvin V 195 No. 114.

H814. *Riddle: who, having had father and mother, is not dead?* (Elias.) Chauvin V 195 No. 114; Jewish: Neuman.

H815. *Riddle: who, having had father and mother, is not dead like other mortals?* (Lot's wife.) Chauvin V 195 No. 114; Scala Celi No. 821.

H817. *Riddle: who has had, here below, two names?* (Jacob-Israel.) Chauvin V 195 No. 114.

H821. *Riddle: what was the walking tomb with the living tenant?* (Jonah and the whale.) Chauvin V 194 No. 114; Jewish: *Neuman.

H822. *Riddle: what is the land that has seen the sun only once?* (The bottom of the Red Sea during the passage of the Israelites.) Chauvin V 194 No. 114; Jewish: *Neuman.

H822.1. *What is the land that has seen the sun only once?* (The land on which the waters were gathered after the creation.) Jewish: Neuman.

H823. *What is the tree that became flesh?* (Moses's staff.) Chauvin V 195 No. 114.

H824. *Riddle: what is that which has drunk water for its sustenance and eaten after its death?* (Moses's staff, which became a serpent.) Chauvin V 194 No. 114.

H825. *Riddle: the king is surrounded by his nobles; what is this like?* (The idol Bel surrounded by the priests of the god.) Chauvin VI 39 No. 207.

H826. *Riddle: what did Christ do in his 30th year?* Answer: entered into his thirty-first. (Cf. H865.) Italian Novella: Rotunda.

H827. *Riddle: what does the king of the world of the Devas do?* Punishes the bad people. India: Thompson-Balys.

H828. *What three not born of male and female ate and drank on earth?* (Angels who visited Abraham.) Jewish: Neuman.

H831. *Riddle: what house was full of dead?* (Philistines in the building demolished by Samson.) Jewish: Neuman.

H832. *What was not born, yet life was given to it?* (The golden calf.) Jewish: Neuman.

H840. Other riddles.

H841. *Riddle: worth of the animal.*

H841.1. *Riddle: what animal is good living but not dead?* (Ass.) *Wesselski Arlotto I 215ff. No. 64.

H841.2. *Riddle: what animal is good dead but not living?* (Hog.) *Wesselski Arlotto I 215ff. No. 64.

H841.3. *Riddle: what animal is good living and dead?* (Cow.) *Wesselski Arlotto I 215ff. No. 64.

H841.4. *Riddle: what animal is not good living or dead?* (Wolf.) *Wesselski Arlotto I 215ff. No. 64.

H842. *Riddle: animal qualities.*

H842.1. *What animal which lives in sea-water will drown if taken out of it?* (Gnim Abraein.) Irish myth: *Cross.

H842.2. *What animal which lives in fire will burn if taken out of it?* (Tegillus, now called salamander.) (Cf. B768.2.) Irish myth: *Cross.

H842.3. *What animal has one voice living and seven voices dead?* (Ibis, from whose carcass musical instruments are made.) Jewish: Neuman.

H851. *Riddle: what are the two fixed, the two moving, the two joined, the two separated by jealousy, the two eternal enemies?* (Heaven and earth; sun and moon; night and day; soul and body; life and death.) Chauvin V 195 No. 114.

H852. *What two trees do not fade until they wither?* (Yew and holly.) Irish myth: *Cross.

H853. *What goodness did man find on earth that God did not find?* (An overlord.) Irish myth: *Cross.

H861. *Riddle: what are the two combatants without hands or feet or words?* (The bull and the buffalo.) Chauvin V 194 No. 114.

H862. *Riddle: what is that which is neither man nor jinn nor beast nor bird?* (Louse and ant.) Chauvin V 194 No. 114.

H865. *Riddle: what do crows do when they are five years old?* (They start their sixth year.) (Cf. H826.) Anderson FFC XLII 236 n. 8.

H871. *Riddle: what six things are not worth doing?* (Sowing salt, mowing pebbles, drinking from an empty jug, making signs to a blind man, wooing at mealtime, playing a harp in a mill.) Anderson FFC XLII 227, *228 n. 1.

H871.1. *Three stupid things for men to do (various answers).* Spanish: Childers.

H875. *Riddle: what is the difference between a poor man and a rich?* (Riches.) Anderson FFC XLII 229.

H878. *Riddle: what is it that one buys who does not want it or use it?* (Coffin.) Fb "ligkiste" II 442b.

H881. *Riddles with "none" as answer.* Fb "ingen" II 27.

H881.1. *Riddle: how many dead mice go to a feast?* (None.) Fb "ingen" II 27.

H882. *Riddle: bottom and top of staff.* Of the two ends which is the top and which the bottom? Zachariae 58.

H883. *Riddle: where is the root of the floor?* Below. India: Thompson-Balys.

H885. *Riddles about flax.* Taylor English Riddles from Oral Tradition (Berkeley, California, 1951) 250; Jewish: *Neuman.

H886. *Riddles about naphtha.* Jewish: Neuman.

H900—H1199. TESTS OF PROWESSION: TASKS

H900—H999. Assignment and performance of tasks.

H900—H949. ASSIGNMENT OF TASKS

H900. *Tasks imposed.* A person's prowess is tested by assigning him certain tasks (usually impossible or extremely difficult) to be performed either to escape punishment or to receive a valuable reward. *Penzer X 330 s.v. "tests"; *Chauvin VI 200 No. 372. — Irish myth: *Cross; Breton: Sébillot Incidents s.v. "épreuves"; Greek: Frazer Apollodorus I 184 n. 1 (Hercules), Fox 80ff. (Hercules), Ibid. 98 (Theseus); N. A. Indian: **Lowie The Test Theme in North American Mythology (JAFL XXI 97ff.).

D753. Disenchantment by accomplishment of tasks. F301.4. Tasks set maid by elfin knight before she can marry him, F666.1. Brothers acquire extraordinary skill. Return home and are tested, H335. Suitors assigned tasks. H373. Bride test: performance of tasks. H506. Test of resourcefulness. H1210. Quest assigned, K231.2. Reward for accomplishment of task deceptively withheld.

H901. *Tasks imposed on pain of death.* Types 306, 851; BP I 188; Irish myth: *Cross; Icelandic: MacCulloch Eddic 53, 83—84, 179, *Boberg; French Canadian: Sister Marie Ursule; India: Thompson-Balys; Chinese: Graham.

H331.5.0.1. Loser in bride-race must die. H541.1. Riddle propounded on pain of death, K1848.2. Ruler has favorite perform tasks so that he himself may win the bride. Q411. Death as punishment.

H901.0.1. *Tasks imposed on pain of death of relative (friend, hostage, etc.).* Irish myth: Cross.

H901.0.2. *Bird must bring orphan to king or bird will be killed.* Chinese: Graham.

H901.1. *Heads placed on stakes for failure in performance of task.* Unsuccessful youths are beheaded and heads exposed. Hero sees them when he sets out to accomplish his task. *Types 329, 507A; *BP III 368; *Taylor Romanic Review IV 21ff.; *Brown Iwain 137 n. 1; Irish myth: *Cross; Icelandic: *Boberg; Greek: Fox 119, Frazer Apollodorus II 160 n. 2; India: Thompson-Balys; Japanese: Ikeda.

H331.5.0.1. Loser in bride-race must die. Q421.1. Heads on stakes. Punishment by beheading and placing heads on stakes. S110.3. Princess builds tower of skulls of unsuccessful suitors. S139.2.2.1. Heads of slain enemies impaled on stakes.

H902. *Task assigned the Gods.* India: Thompson-Balys.

H910. *Assignment of tasks in response to suggestion.*

H911. *Tasks assigned at suggestion of jealous rivals.* *Types 328, 501, 531, 725; BP I 109, III 18ff.; Köhler-Bolte I 430; Irish myth: *Cross; Icelandic: *Boberg; French Canadian: Barbeau JAFL XXIX 22; Missouri French: Carrière; Spanish: Boggs FFC XC 59 No. 425D; Italian: Basile Pentamerone III No. 7, IV No. 5, Rotunda; India: *Thompson-Balys; West Indies: Flowers 459.

K964. Barber killed when hero reports king's ancestors need his services in heaven. K2220. Treacherous rivals.

H911.1. Task (quest) assigned at suggestion of jealous co-wife. Chinese: Graham; Africa (Ekoi): Talbot 234.
 K2222. Treacherous co-wife (concubine).

H912. Tasks assigned at suggestion of jealous brothers (sisters). *Type 408; Köhler-Bolte I 468; Spanish: Boggs FFC XC 49 No. 328*A, Espinosa Jr. No. 81; India: Thompson-Balys; S. A. Indian (Inca): Rowe BBAE CXLII (2) 317; West Indies: Flowers 460.
 K2211. Treacherous brother. Usually elder brother. L0. Victorious youngest child.

H913. Tasks assigned by jealous parent.

H913.1. Tasks assigned by jealous mother.

H913.1.1. Task assigned at suggestion of jealous mother (of prospective bride). Irish myth: *Cross.
 T92.6. Mother and daughter as rivals in love.

H913.1.2. Task suggested by jealous co-wife of mother. India: *Thompson-Balys.

H913.2. Tasks assigned at suggestion of jealous father.

E765.4.1. Father will die when daughter marries. H336.1. Prospective father-in-law requires that suitor for his daughter's hand visit foreign world (otherworld?) to learn feats of arms. H1219.3. Quest assigned as punishment by father of abducted girl. T97. Father opposed to daughter's marriage.

H913.2.1. Task assigned at suggestion of jealous father (of prospective bride). Irish myth: *Cross.

H914. Tasks assigned because of mother's foolish boasting. The mother foolishly boasts to the king that the daughter can perform an impossible task (often spinning). *Type 500, 501; BP I 490, 109; Italian: Basile Pentamerone IV No. 4.

J2350. Talkative fools.

H915. Tasks assigned because of girl's (boy's) own foolish boast. *Type 501, 1525; Italian Novella: Rotunda; Icelandic: *Boberg; India: *Thompson-Balys; West Indies: Flowers 460.

H1215. Quest assigned because of hero's boast. M55, Judgment: pardon given if hero produces the lady about who he has boasted.

H915.1. Tasks assigned because of man's boast. Icelandic: *Boberg; India: Thompson-Balys.

H916. Tasks imposed at suggestion of spouse (sweetheart).

H916.1. Tasks imposed because of wife's foolish boast. India: *Thompson-Balys.

J1713.1. How he knew she was baking cakes. Husband actually knows from observation, but wife thinks he has supernatural knowledge and spreads his fame. J2353. The wife multiplies the secret. To prove that a woman cannot keep a secret the man tells his wife that a crow has flown out of his belly. She tells her neighbor that two crows have flown; soon he hears from his neighbors that there were fifty crows. K984. Barber killed when hero reports king's ancestors need his services in heaven.

H916.1.1. Malicious wife reports that her husband is a famous doctor: he is commanded to cure the princess. *Crane Vitry 231f. No. 237; *Bolte Zs. f. Vksk. XXVI 89 n. 1; Herbert III 19; Japanese: Ikeda.

H916.2. Task imposed because of girl's foolish boast. India: Thompson-Balys.

H916.3. Tasks assigned at suggestion of wife and paramour. India: Thompson-Balys.

H917. Tasks assigned at own unwitting suggestion. Jason thus sent for the Golden Fleece. Greek: Frazer Apollodorus I 94 n. 1.

H918. Tasks assigned at suggestion contained in letter borne by the victim. Greek: Fox 39 (Bellerophon); Japanese: Ikeda.
 K911. Uriah letter changed, K978. Uriah letter. Man carries written order for his own execution.

H919. Assignment of tasks in response to suggestion—miscellaneous.

H919.1. Tasks assigned at suggestion of treacherous servants. Icelandic: Herrmann II 583ff., *Boberg; Italian Novella: Rotunda.
 K2251. Treacherous slave. P360. Master and servant.

H919.1.1. Task upon suggestion of barber. India: *Thompson-Balys.

H919.2. Tasks assigned at suggestion of religious person. India: Thompson-Balys.

H919.3. Task assigned at suggestion of parrot. India: *Thompson-Balys.

H919.4. Impossible task assigned by plaintiff as proof. Spanish Exempla: Keller.

H919.5. Task assigned at suggestion of treacherous soldier. Cheremis: Sebeok-Nyerges.

H919.6. Tasks assigned at instigation of queen (disguised ogress). India: Thompson-Balys.

H920. Assigners of tasks:
 E212. Dead lover sets tasks. G465. Ogre sets impossible tasks.

H921. King (father) assigns tasks to his unknown son. *Type 920; DeVries FFC LXXXIII 40ff., 323ff.; India: *Thompson-Balys; S. A. Indian (Tupinamba): Métraux BBAE CXLIII (3) 132.

H921.1. Task set by king to sons to determine heir to kingdom. India: Thompson-Balys.

H922. Departing husband assigns his wife tasks. *Köhler-Bolte II 647ff.; Icelandic: Boberg.
 H460. Wife test. H1187. Task left by departing husband for wife to accomplish: have a son whose real mother she is and whose real father he is. She accomplishes this by disguising as a girl.

H923. Tasks assigned before man may rescue wife from spirit world. Indonesia: DeVries's list No. 169.
 F81.1. Orpheus, Journey to land of dead to bring back person from the dead.

H923.1. Task assigned before wife may rescue husband from supernatural power. Type 316; German: Grimm No. 181.

H924. Tasks assigned prisoner so that he may escape punishment. DeVries FFC LXXXIII 309, 313; India: Thompson-Balys; Icelandic: *Boberg.
 H542. Death sentence escaped by propounding riddle king (Judge) cannot solve. M234. Life spared in return for life-long service. R153.3.3. Old robber frees his three sons: relates frightful adventures.

H924.1. Tasks assigned as ransom. Irish myth: *Cross; Icelandic: Boberg.

H927. Tasks set by deity.

H927.1. Tasks as trial of prowess of mortal by gods. India: Thompson-Balys.

H927.2. Task assigned by angel on God's order. Moreno Esdras (H928).

H928. Tasks imposed as tribute. Irish myth: Cross.

PS31. Taxation and payment of fines or tribute.

H928.1. Tasks imposed as fine. Irish myth: *Cross.

H931. Tasks assigned in order to get rid of hero. *Types 428, 461; Italian Novella: Rotunda; Icelandic: *Boberg; Greek: Grote I 110; Jewish: *Neuman; India: *Thompson-Balys; Chinese: Graham; Japanese: Ane-saki 357, Ikeda.

H1211. Quests assigned in order to get rid of hero. H1510. Tests of power to survive. Vain attempts to kill hero. K800. Fatal deception. K1826.1. Marooned egg-gatherer. The father-in-law has the youth hunt eggs on an island and deserts him, but the youth outwits him. K167. Substituted arrows. Hero given arrows with soft points and sent after dangerous enemies. The deception discovered and the enemy discomfited. K2015. Child adopted by rich man in order to get rid of him. K2102. Falsely accused hero sent on dangerous mission. M312.1. Prophecy: wealthy marriage for poor boy. M343. Parricide prophecy. In spite of all attempts to thwart the fates, the child kills his father. S11. Murders.

H931.1. Prince envious of hero's wife assigns hero tasks. *Type 465. — Italian Novella: Rotunda; Jewish: *Neuman; India: *Thompson-Balys; Indonesia: DeVries' list No. 170; Japanese: Ikeda.

F614. Strong man's labors. K978. Uriah letter. Man carries written order for his own execution. P15.2. King demands subject's wife for himself.

H931.1.1. Husband assigns tasks for king who has stolen his wife. India: Thompson-Balys.

H931.2. Disagreeable tasks set hero to do so that he will disobey and be killed. India: Thompson-Balys.

H932. Tasks assigned to devil (ogre). Types 812, 1170—1199; *BP III 16.

G593. Devil. G303.16.18.3. One is freed if he can set a task the devil cannot perform. K211. Devil cheated by imposing an impossible task. M210. Bargain with devil.

H933. Princess sets hero tasks. (Cf. H335.)

H933.1. Princess throws handkerchief high in tree; asks hero to get it. Spanish: Boggs FFC XC 66 No. 554.

L431.1. The Glove and the Lion.

H933.2. Maiden queen sets hero three dangerous tasks in order to disenchant her sisters. (Cf. F565.3.) Icelandic: Boberg.

H933.3. Princess orders hero to bring her rings of another princess. French Canadian: Sister Marie Ursule.

H933.4. Quest assigned by scorned princess. French Canadian: Sister Marie Ursule.

H933.5. Queen of Sea sets hero tasks. Tuamotu: Stimson MS (z-G. 13/441).

H934. Relative assigns tasks. (Cf. H912—H914.)

H934.1. Wife assigns husband tasks. Irish myth: Cross.

H934.2. *Sisters-in-law impose tasks.* India: *Thompson-Balys.

H934.3. *Tasks assigned by stepmother.* Chinese: Graham.

H934.4. *Task imposed by elder brothers.* India: Thompson-Balys; Irish myth: Cross (H913.1.3.)

H935. *Witch assigns tasks.* Type 480, *Roberts; BP I 207; Lithuanian: Balys Index No. 1137A*.
G280. Evil deeds of witches.

H936. *Tasks assigned because of longings of pregnant woman.* Irish myth: *Cross; Italian: Basile Pentamerone III No. 4; India: *Thompson-Balys; Japanese: Ikeda.
H1212. Quest assigned because of feigned illness. H1212.4. Quest assigned because of longing of pregnant woman. T571. Unreasonable demands of pregnant women.

H937. *Task assigned by dying child.* Italian Novella: Rotunda.

H938. *Fairy assigns tasks.* (Cf. H1219.4.) Irish myth: *Cross.

H939. *Other assigners of tasks.* Irish myth: Cross.

H939.1. *Tasks assigned by druid.* Irish myth: Cross.

H939.2. *Tests imposed on woman by prospective paramour.* Nouvelles de Sens No. 4.

H939.3. *Tasks set by cruel sisters-in-law to get tigress.* India: Thompson-Balys.

H939.4. *Giant assigns task.* French Canadian: Sister Marie Ursule.

H939.4.1. *Serpent-king assigns task.* India: Thompson-Balys.
B244.1. King of serpents (snakes).

H940. Assignment of tasks—miscellaneous.

H941. *Cumulative tasks: second assigned so that first can be done.**Cosquin Contes indiens 474ff.; Chauvin VI 109 No. 274 n. 3; Greek: *Frazer Apollodorus I 109 n. 4; India: *Thompson-Balys.
H1241. Series of quests. One quest can be accomplished when a second is finished, etc. Z20. Cumulative tales.

H942. *Tasks assigned as payment of gambling loss.* (Cf. H1219.1.) Irish myth: *Cross; Icelandic: Boberg.
N6. Wagers and gambling.

H945. *Tasks voluntarily undertaken.*

H945.1. *Warriors go towards strong enemy as consequence of own boast.* Icelandic: Boberg.

H945.2. *Hero goes north to fight with trolls.* (Cf. F455.) Icelandic: Boberg.

H946. *Task assigned from misunderstanding.*
J1750. One animal (thing) mistaken for another.

H946.1. *Task assigned from misunderstanding: search for prince named Sabr ("wait").* India: Thompson-Balys.

H950—H999. Performance of tasks.

H950. Task evaded by subterfuge.
K1741. Bluff: hero professes to be able to perform much larger task than that assigned.

H951. *Countertasks*. When a task is assigned, the hero agrees to perform it as soon as the assigner performs a certain other task. (Cf. H691.2.1, H1021.1, H1021.3, H1021.6.1, H1021.6.2, H1022.3, H1022.1, H1023.1.1, H1023.1.2, H1023.2.2.1, H1023.9.1, H1023.10.1, H1142.3, H1146.) *Types 531, 875; *BP I 221, II 367, 369, III 18ff.; *DeVries FFC LXXXIII 43ff., 145ff., 150ff., 154, 232ff., 241f., 249; *Chauvin VIII 61 No. 26; Zachariae Kleine Schriften 98; *Child V 497 s.v. "tasks"; India: Thompson-Balys; Chinese: Graham; Japanese: Ikeda.

H951. Counterquestions, J1515. You lead and I will follow; hard command thus evaded. K248. Payment evaded by setting countertasks. K1227.3. Respite from woeer while he brings clothes all night. The girl wastes time trying them on.

H952. *Reductio ad absurdum of task*. When an impossible task is given, the hero responds with a countertask so absurd as to show the manifest absurdity of the original task. (Cf. H1023.3.1, H1024.1.1.1.) *Type 821B; BP II 368 n. 1; Child I 10f., 13; DeVries FFC LXXXIII 265, 269 n. 2; India: *Thompson-Balys; Indonesia: DeVries's list No. 237; Chinese: Graham.

H952. Reductio ad absurdum of riddle, J1290. Reductio ad absurdum of question or proposal, J1530. One absurdity rebukes another.

H960. Tasks performed through cleverness or intelligence. Irish myth: Cross.

B540. Animal as rescuer or retriever. B571. Animals perform tasks for men. F860. Remarkable skill. F861.1. Extraordinary companions perform hero's tasks. H1562. Tests of strength. H1563. Test of skill.

H961. *Tasks performed by cleverness*. *M. Bloomfield in Penzer VII x; S. A. Indian (Quiché): Alexander Lat. Am. 174.

H1197. Task: crossing weed-filled stream. K301. Master thief.

H962. Tasks performed by close observation. Type 577; India: Thompson-Balys.

H505. Test of cleverness: uttering three wise words. Youths called on to do so display by their answers extraordinary powers of deduction. J50. Wisdom (knowledge) acquired from observation. J1140. Cleverness in detection of truth. J1681. Clever deductions.

H962.1. Task: sitting on eggs without breaking them; hero perceives trick. Irish myth: Cross.

H963. Tasks performed by means of secrets overheard from tree. *Type 613; *Christiansen FFC XXIV 96ff.; India: Thompson-Balys; Chinese: Graham; Japanese: Ikeda.

N451.1. Secrets of animals (demons) accidentally overheard from tree (bridge) hiding place.

H970. Help in performing tasks. India: Thompson-Balys.

B571. Animals perform tasks for man. D1561. Tasks performed by use of magic objects. F601.1. Extraordinary companions perform hero's tasks. G530.2. Help from ogre's daughter (or son). H335.0.1. Bride helps suitor perform his tasks. H1233.2.1. Quest accomplished with aid of wife. K1484. Substitute for task. N800. Helpers.

H971. Task performed with help of old person. Tonga: Gifford 159f. N825. Old person as helper.

H971.1. Tasks performed with help of old woman. Types 306, 510, 566, 567; Irish myth: *Cross; Scotch: Macdougall and Calder 160; German: Grimm Nos. 9, 14, 29, 122, 125, 133, 181, 186; Italian Novella: Rotunda; Japanese: Ikeda.

H971.2. Task performed with help of little old men. Icelandic: *Boberg.

H972. *Tasks accomplished with help of grateful dead.* *Type 507A; India: Thompson-Balys.
E341. The grateful dead. N810. Supernatural helpers.

H972.1. *Tasks performed by captive spirits of the dead.* Africa (Fang): Einstein 70ff; Trilles 190ff. No. 11.

H973. *Tasks performed by helpful forest spirits.* Maori: Dixon 61.
F441. Wood-spirit. N810. Supernatural helpers.

H973.1. *Task performed by fairy.* Irish myth: *Cross; India: Thompson-Balys.
F271. Fairies as laborers. F340. Gifts from fairies. H1233.4.1. Fairies as helpers on quests. N815. Fairy as helper.

H973.2. *Tasks performed with help of four demons in ring.* India: Thompson-Balys.

H973.3. *Task performed by dwarfs.* (Cf. F451.5.1.) German: Grimm Nos. 13, 55, 64, 91, 113.

H974. *Task performed with help of supernatural wife.* Irish myth: *Cross; Greek: Grote I 219; India: *Thompson-Balys; Japanese: Ane-saki 357, Ikeda.

H974.1. *Task performed with help of mistress.* India: *Thompson-Balys.
H335.0.1. Bride helps suitor perform his tasks.

H975. *Tasks performed by deity.* Greek: Grote I 108.

H975.0.1. *Task performed by deity in answer to prayer.* India: Thompson-Balys.

H975.1. *Tasks performed by aid of goddess.* Italian Novella: Rotunda; India: Thompson-Balys.
H1132.3.1. Test: getting ring from python's hole (help from python goddess).

H976. *Task performed by mysterious stranger.* Irish myth: Cross.

H981. *Tasks performed with help of brother.* Chinese: Graham.

H982. *Animals help man perform task.* *Types 300, 329, 531, 550, 552, 554, 665.
H871. Animals perform tasks for man.

H982.1. *Pigeons cover the sun's rays with their outstretched wings and lengthen night to six months so that hero's task can be completed in one night.* India: Thompson-Balys.
D2146.1. Day controlled by magic.

H983. *Task performed with help of angel.* (Cf. N810.) Jewish: *Neuman.

H984. *Tasks performed with help of saint.* Irish myth: *Cross; Spanish: Bogg FFC XC 69 No. 515.
H1573.2. Religious personages tested. N810. Supernatural helpers.

H984.1. *Tasks performed with help of Brahmadeitya.* India: Thompson-Balys.

H985. *Task performed with help of druid.* Irish myth: *Cross.

H986. *Help in performance of tasks: invisible hands.* India: Thompson-Balys.

H987. Task performed with aid of magic object. German: Grimm Nos. 28, 91, 122, 133, 165, 181.

H990. Performance of tasks—miscellaneous.

H991. Unpromising hero last to try task (rescue from animal). India: Thompson-Balys.

L100. Unpromising hero (heroine).

H1000—H1199. Nature of tasks.

H305. Task: winning ogre's daughter for bride. H321. Suitor test: hiding from princess. H322. Suitor test: finding princess. H323. Suitor test: learning girl's name. H331. Suitor contests: bride offered as prize. H335. Tasks assigned suitors. H342. Suitor test: outwitting princess. H343. Suitor test: bringing dumb princess to speak. H506.1. Test of resourcefulness: weighing elephant. H506.2. Test of resourcefulness: finding how many people are in dark, closed room. H506.3. Test of resourcefulness: carrying wolf, goat, and cabbage across stream. H506.4. Test of resourcefulness: putting thread through coils of snail shell.

H1010—H1049. IMPOSSIBLE OR ABSURD TASKS

H1010. Impossible tasks. *Type 428; *Child V 498 s.v. "tasks"; Burton Nights VI 204ff., S VI 4ff.; Hdwb. d. Märchens I s.v. "Aufgaben, schwierige"; Irish myth: "Cross; India: Thompson-Balys; Indonesia: DeVries's list No. 168; Chinese: Graham.

H1071. Impossible quests. Q512. Punishment: performing impossible task.

H1020. Tasks contrary to laws of nature.

H1021. Task: construction from impossible kind of material.
H1369.1. Quest for garment of spiders' web.

H1021.1. Task: making a rope of sand. *Type 1174; *DeVries FFC LXXIII 154, 155 n. 1; BP III 16; *Fb "reb" III 25b; Hdwb. d. Märchens I 431b n. 45; Chauvin VI 40 No. 207 n. 2. — Icelandic: Boberg.

Q512.2. Punishment: binding together sand and string.

H1021.1.1. Task: making a rope of sand; counttask: first showing the pattern. (Cf. H951.) DeVries FFC LXXIII 154.

H1021.2. Task: making a rope of chaff. Breton: Sébillot Incidents s.v. "corde"; Japanese: Ikeda.

H1021.3. Task: making ship of stone. DeVries FFC LXXIII 150ff.; Indonesia: DeVries's list No. 235.

H1021.4. Task: making a knot of spilled brandy. *Type 1173.

H1021.5. Task: making an invisible knot with an egg. Finnish: Kalevala rune 8.

H1021.6. Task: weaving a silk shirt from hair. (Cf. H1022.2.2.) DeVries FFC LXXIII 233.

H1021.6.1. Task: weaving a silk shirt from hair; counttask: making a loom from shavings. (Cf. H951.) DeVries FFC LXXIII 234.

H1021.7. Task: taking a stick from the body. (Fingernail.) Type 1181.

H1021.8. Task: spinning gold. Type 500; BP I 490ff., *495 n. 1.

H1021.9. Task: sewing a shirt of stone. Fb "sten" III 554a.

H1021.9.1. Task: sewing a shirt from flower petals. German: Grimm No. 49.

H1021.10. Task: brewing ale from sweet milk. Irish myth: Cross.

H1021.11. Task: making a peacock of silk. India: Thompson-Balys.

H1022. Task: construction from impossible amount of material.

H1022.1. Task: weaving cloth from two threads. Type 875; *BP II 349ff., 368; *DeVries FFC LXXIII 232.

H1022.2. Task: making many shirts (clothing an army) from one hank of flax (wool). Köhler-Bolte I 459, 566; *Hdwb. d. Märchens II 151a nn. 503—521.

H1022.2.1. Task: clothing an army from one hank of flax; countertask: making horseshoes for cavalry from one needle. (Cf. H951.) Köhler-Bolte I 459.

H1022.2.2. Task: weaving a shirt from a piece of thread; countertask: making a loom from a rod. Cheremis: Sebeok-Nyerges.

H1022.3. Task: making sails for ship from one bundle of linen; countertask: making spindle and loom from one stick of wood. (Cf. H951.) Köhler-Bolte I 459.

H1022.4. Task: making shirt from piece of linen three inches square. Oesterley Gesta Romanorum No. 64; Herbert Catalogue III 206.
D2166. Magic multiplication of object.

H1022.4.1. Task: making shirt derived from a single flax-seed. Irish myth: Cross.

H1022.4.2. Task: weaving mantle from wool of a single sheep. Irish myth: *Cross.

H1022.4.3. Task: making shawl-cloth one hundred cubits in length out of one cocoon of silk. India: Thompson-Balys.

H1022.5. Task: feeding army from one measure of meal. Köhler-Bolte I 566.

H1022.5.1. Task: making broth for army. India: Thompson-Balys.

H1022.6. Task: making many kinds of food from one small bird. Fansler MAFLS XII 62.

H1022.6.1. Task: making ale derived from a single grain of corn. Irish myth: *Cross.

H1022.7. Task: making boat from splinters of a spindle and shuttle. Finnish: Kalevala rune 8.

H1022.8. Task: brewing impossible amount of ale from one grain of corn. Irish myth: Cross.

H1022.9. Task: bringing quantity of mosquito bones within month; countertask: furnishing scales with wind as beams and heat as pans. (Cf. H951.) India: Thompson-Balys.

H1023. Tasks contrary to the nature of objects.

H412.6. Chastity ordeal: drawing lover out of wall with single thread rope. J2176.2. Drinking gruel by making hole in pot. Gruel runs out.

H1023.1. Task: hatching boiled eggs. *Type 875; BP II 349ff.; *DeVries FFC LXXIII 241.

H1023.1.1. Task: hatching boiled eggs; countertask: sowing cooked seeds

and harvesting the crop. (Cf. H951, H952.) *Types 821B, 875; *DeVries FFC LXXIII 242; *BP II 368 n. 1.

J191.2. Suit for chickens produced from boiled eggs. Countertask: harvesting crop produced from cooked seeds. J1902. Absurd ignorance concerning the hatching of eggs. J1932.1. Numskulls sow cooked grain.

H1023.1.2. *Task: hatching eggs immediately; countertask: sowing seeds and bringing in crop next morning.* (Cf. H951, H952.) DeVries FFC LXXIII 242; Köhler-Bolte I 459.

H1023.2. *Task: carrying water in a sieve.* *Types 480, 1180, Roberts 138, 165; *BP I 5, 215, III 16, 477 n. 1; *Fb "såld" III 750a; Lithuanian: Balys Legends No. 354; India: Thompson-Balys; Japanese: Ikeda; S. A. Indian (Ackawoi): Alexander Lat. Am. 269.

F171.6.2. People in otherworld pour water into tub full of holes. K219.3. God cheats the devil of his promised soul. The devil is to fill a cask full of money. God knocks the bottom out of the cask. K605. Cannibal sent for water with vessel full of holes: victim escapes. Q512.1. Punishment: filling leaky vessel with water from a bottomless jar.

H1023.2.0.1. *Task: carrying water in sieve; sieve filled with moss.* *BP I 5, 215, III 477 n. 1; England: Baughman; American Negro (Georgia): Harris Remus 107 No. 22.

H1023.2.0.2. *Task: carrying water in sieve; pious child able to do so.* BP III 477 n. 1.

D1716. Possession of magic powers. H413.3. Special power of chaste woman: carrying water in sieve.

H1023.2.1.1. *Task: carrying water in leaky vessel.* Breton: Sébillot Incidents s.v. "cruche"; India: *Thompson-Balys; Africa (Mpungwe): Nassau 32 No. 4; (Zulu): Callaway 16, (Basuto): Jacottet 15 No. 10, 202 No. 30, (Kaffir): Theal 15, (Angola): Chatelain 163, 171, 179 No. 21.

H1023.2.1.1. *Task: carrying water in leaky vessel; vessel repaired with clay or gum.* Africa (Mpungwe): Nassau 32 No. 4, (Basuto): Jacottet 15 No. 10.

H1023.2.1.2. *Task: carrying water in leaky vessel; frog sits in hole.* India: *Thompson-Balys.

B493.1. Helpful frog. B571. Animals perform tasks for man.

H1023.2.2. *Hero sets wife to task of filling water-bottle with spout turned downward.* Hawaii: Beckwith Myth 417.

H1023.2.3. *Impossible task: filling a grain-bin through the hole in the bottom.* India: Thompson-Balys.

H1023.2.4. *Task: filling a bottomless water tube.* India: Thompson-Balys.

H1023.2.5. *Task: filling pots having subterranean outlets.* India: Thompson-Balys.

H1023.3. *Task: bringing berries (fruit, roses) in winter.* *Type 403B, 480, *Roberts 134; BP I 99ff., II 232; *Saintyves Perrault 20; DeVries FFC LXXIII 269 n. 2; Irish myth: *Cross; India: Thompson-Balys; Japanese: Ikeda; Eskimo (Greenland): Rink 159; N. A. Indian: *Thompson Tales 313 n. 126c.

D1664. Summer and winter garden. D2145.2.2. Fruit magically grows in winter. F971.5. Flowers bloom in winter. H352. Suitor test: making garden bloom in winter. H1242. Youngest brother alone succeeds on quest. M281.1. Chaste woman promises herself to her lover when he can make a garden bloom in winter.

H1023.3.1. Task: bringing berries in winter. Reductio ad absurdum: father is sick from snake-bite (impossible in winter). (Cf. H952.) De Vries FFC LXXIII 269 n. 2.
J1530. One absurdity rebukes another.

H1023.3.1.1. Task: procuring cuckoo to sing in winter. Irish myth: *Cross.

H1023.3.2. Task: making withered flowers green. Jewish: Moreno Esdras.

H1023.4. Task: straightening a curly hair. Type 1175; BP III 15; Lithuanian: Balsys Legends No. 636; Swiss: Jegerlehner Oberwallis 314 No. 113, 329 No. 45; India: *Thompson-Balsys.

H1023.4.1. Task: making a dog's tail straight. India: Thompson-Balsys.

H1023.5. Task: pumping out a leaky ship. Type 1179; BP III 16.

H1023.6. Task: washing black wool (cloth, cattle) white. Type 480; *Roberts 165; *Fb "fár" I 406b, "hvíd" I 700b, "skjorte" III 268a, "sort" III 467b; Swiss: Jegerlehner Oberwallis 314 No. 113, 328 No. 10.
J511.1. Negro tries in vain to be washed white. J1909.6. Numskull tries to wash black hen white.

H1023.6.1. Task: washing large heavy quilt covered with ghi and oil without aid of soap or anything. India: Thompson-Balsys.

H1023.7. Task: sewing together a broken mill-stone. DeVries FFC LXXIII 152; Jewish: *Neuman.

H1023.7.1. Task: sewing together a broken egg. German: Grimm No. 129.

H1023.7.2. Task: sewing together a broken ship. German: Grimm No. 129.

H1023.8. Task: fixing the two pieces of a broken sword together. Irish myth: *Cross; Welsh: MacCulloch Celtic 202.

H1023.9. Task: mending a broken jug. DeVries FFC LXXIII 249; Jewish: Neuman.

H1023.9.1. Task: mending a broken jug; countertask: turning it wrong side out as one does a shoe. (Cf. H951.) DeVries FFC LXXIII 249.

H1023.10. Task: skinning a stone. DeVries FFC LXXIII 145 ff.

H1023.10.1. Task: skinning a stone; countertask: first let the stone bleed. De Vries FFC LXXIII 145ff.

H1023.11. Task: putting a large squash whole into a narrow-necked jar. Filipino: Fansler MAFLS XII 62f.
H506.8. Test of resourcefulness: to get melon out of jar without breaking it. Melon is planted in jar made of unbaked clay. Jar is wrapped in a wet cloth so that it collapses.

H1023.12. Task: catching a noise. Type 1177*.

H1023.13. Task: catching a man's broken wind. Type 1176; BP III 16.

H1023.14. Task: splitting a hair with a blunt knife. Finnish: Kalevala rune 8; India: Thompson-Balsys.

H1023.15. Task: turning fruit into gold. Italian: Basile Pentamerone II No. 5.

H1023.16. Task: *making sun and moon shine in the north*. Irish myth: Cross.

H1023.17. Task: *sowing rye and bringing crop next morning*. (Cf. H1023.1.2.) Cheremis: Sebeok-Nyerges.
H1103. Task: setting out vineyard in one night.

H1023.18. Task: *putting peaches back on tree*. Chinese: Graham.

H1023.19. Task: *bringing bundle of faggots without rope to tie them*. Helpful snake coils himself about them. India: *Thompson-Balys. B491. Helpful serpent.

H1023.20. Task: *fetching water from the well in a bucket without the use of rope to draw it with*. India: Thompson-Balys.

H1023.21. Task: *gathering a necklace of rubies from the sea*. India: Thompson-Balys.

H1023.22. Task: *catching a sunbeam*. India: Thompson-Balys.

H1023.23. Task: *tying the sun with a stone chain*. India: Thompson-Balys.
A728. Sun caught in snare.

H1023.24. Suitor asked to bathe in great cauldron of boiling water without making water lukewarm. India: Thompson-Balys.

H1023.25. Task: *bringing a well (pond, lake) to king*. Hero asks for another lake to tie to it and overawes king. Types 1045, 1650; Zachariae Kleine Schriften 93; India: Thompson-Balys.
J1933. Numskull tries to dig up a well (spring). He wants to take it home. K1744. Hero threatens to pull the lake together with a rope.

H1023.25.1. Task: *bringing well to king; counttask: sending his own well to accompany it*. (Cf. H951.) India: Thompson-Balys.

H1024. Tasks contrary to the nature of animals.

H1024.1. Task: *milking a bull*. DeVries FFC LXXIII 43ff.; Fansler MAFLS XII 63; India: *Thompson-Balys.

H1024.1.1. Task: *making a bull bear a calf*. DeVries FFC LXXIII 43ff., 265.
J1530. One absurdity rebukes another. J1533. Absurdities concerning birth of animals.

H1024.1.1.1. Task: *making a bull bear a calf*. Reductio ad absurdum: have a man prepare for childbirth. (Cf. H952.) DeVries FFC LXXIII 265; India: *Thompson-Balys.
J1191. Reductio ad absurdum of judgment.

H1024.2. Task: *placing frogs in a tree*. *BP III 16.

H1024.3. Task: *chasing a hare into every trap in a high tree*. *Type 1171; BP III 16.
X921.11. Man lays bag by fence-hole and all hares run into it.

H1024.4. Task: *teaching an ass to read*. Anderson FFC XLII 357 n. 1; cf. Type 1675.
J1882.2. The Ass as Mayor. K491. Trickster paid to educate an ass.

H1024.5. Task: *sowing dragon's teeth*. Greek: Frazer Apollodorus I 109 n. 4.
B11. Dragon.

H1024.6. Task: procuring bird out of season. Irish myth: *Cross.

H1024.7. Task: teaching animal to speak.

H1024.7.1. Task: teaching horse to speak. India: Thompson-Balys.

H1024.8. Task: spinning wool still on goat's back. Jewish: *Neuman.

H1025. Task: obtaining fat (bacon) from swine that never was farrowed. Irish myth: *Cross.
H1154.11. Task: obtaining marrow of wild pig. H1331.2.2. Quest for pig not farrowed.

H1026. Task: changing the course of time.

H1026.1. Task: naming those things which have not yet happened
Jewish: Moreno Esdras (H1011).

H1026.2. Task: bringing past time to present. Jewish: Moreno Esdras (H1023.17).

H1030. Other impossible tasks.

H1033. Task: showing picture of a voice. Jewish: Moreno Esdras (H1013).

H1035. Task: eating the moon. Gascon: Bladé I 8 No. 1.

H1036. Task: building castle suspended between heaven and earth.
*Chauvin VI 38 No. 207 n. 3.
F163.7.1. Tower hanging in the air in otherworld.

H1038. Task: getting fruit from top of tall tree without cutting tree.
(Cuts roots of tree.) Africa (Mpongwe): Nassau 32 No. 4.

H1041. Task: bringing a plantain leaf from the garden without tearing it.
India: Thompson-Balys.

H1042. Task: recalling a dream someone else has had. India: Thompson-Balys.

H1045. Task: filling a sack full of lies (truths). *Type 570; *BP III 273;
Fb "sandhed", "pose"; Russian: Andrejev No. 1630.
H1376.4. Quest for bag of truths (lies). J163.2. Man to bring wife a purse full of sense. K1271.1.1. The bag of lies: threat to tell of queen's adultery.

H1045.1. Task: going to get nothing and bringing it back. India: Thompson-Balys.

H1046. Task: carrying woman across river without wetting feet. Hero fails. India: Thompson-Balys.

H1046.1. Task: dipping water without wetting dipper. India: Thompson-Balys.

H1046.2. Task: cutting and bringing leaves from thorn thicket without tearing them at all. India: Thompson-Balys.

H1046.3. Task: drinking beer without touching pot. India: Thompson-Balys.

H1047. Task: bringing melon 12 cubits long with seed 13 cubits long.
India: Thompson-Balys.
F816.1. Cucumber two feet long.

H1049. Other impossible tasks—miscellaneous.

H1049.1. *Task: bringing the foam of the ocean in a large piece of cloth.* India: Thompson-Balys.

H1049.2. *Task: growing oil seed on stony ground.* India: Thompson-Balys.

H1049.3. *Task: setting back sun.* (Cf. D2146.1.1.) Samoa: Beckwith Myth 439.

H1049.4. *Task: stopping the rain.* (Cf. D2141.1.) Samoa: Beckwith Myth 439.

H1050—H1069. PARADOXICAL TASKS

H1050. *Paradoxical tasks.* *Type 875; *BP II 362; *Gruffydd Math vab Mathonwy (U. of Wales Press, 1928) 307ff.

H1378. *Paradoxical quests.* H1378.1. Quest for wood neither crooked nor straight. M367.1. Immunity from wet or dry, steel or wood, sword or javelin, etc.

H1051. *Task: coming neither on nor off the road.* (Comes in the rut or the ditch at side of the road.) *Type 875; BP II 349ff.; DeVries FFC LXXIII 195f.

H1052. *Task: standing neither inside nor outside of gate.* (Forefeet of horse inside, hind feet outside.) DeVries FFC LXXIII 198; BP II 362.

H1053. *Task: coming neither on horse nor on foot (riding nor walking).* *Type 875; *BP II 362; Köhler-Bolte I 446ff.; *DeVries FFC LXXIII 186ff.; Fb "kjöre", "ridende"; Pauli (ed. Bolte) No. 423; Filipino: Fansler MAFLS XII 63.

H1053.1. *Task: coming neither on horse nor on foot.* (Comes on another animal.) DeVries FFC LXXIII 187; Irish myth: *Cross; Missouri French: Carrière.

H1053.2. *Task: coming neither on horse nor on foot.* (Comes sitting on animal but with feet reaching ground.) DeVries FFC LXXIII 188; Irish myth: Cross.

H1053.3. *Task: coming neither on horse nor on foot.* (Comes with one leg on animal's back, one on ground.) DeVries FFC LXXIII 188.

H1053.4. *Task: coming neither on horse nor on foot.* (Coming drawn by an animal on net, trough, or sledge.) DeVries FFC LXXIII 189.

H1053.5. *Task: coming neither on horse nor on foot.* (Walks on a stick horse.) DeVries FFC LXXIII 190.

H1053.6. *Task: coming neither on horse nor on foot.* (Crawls on all fours.) DeVries FFC LXXIII 190.

H1054. *Task: coming neither naked nor clad.* *Type 875; *DeVries FFC LXXIII 181; BP II 349ff.; Fb "klæder"; Irish myth: Cross; Icelandic: *Boberg.

J1161.8. Ruler orders doctor to wear his hair and robes "not too long and not too short."

H1054.1. *Task: coming neither naked nor clad.* (Comes wrapped in net or the like.) DeVries FFC LXXIII 182; Missouri French: Carrière.

H1054.2. *Task: coming neither naked nor clad.* (Comes clothed in own hair.) DeVries FFC LXXIII 181.

F565.3.1. Nude woman clothed in own hair. (Godiva.)

H1054.3. Task: coming neither naked nor clad. (Comes with part of body clothed.) DeVries FFC LXXIII 181.

H1054.4. Task: coming "neither in softness nor in hardness." (Comes clad in garments of mountain down.) Irish myth: *Cross.

H1055. Task: coming neither barefoot nor shod. (Comes with one shoe on, one off; or in soleless shoes.) Type 875; *BP II 362; DeVries FFC LXXIII 200.

H1056. Task: coming neither with nor without a present (game). (Lets bird fly as the reaches it toward king.) DeVries FFC LXXIII 205.

H1057. Task: coming neither by day nor by night. (Comes at twilight.) *DeVries FFC LXXIII 202; *BP II 362; Irish myth: Cross.

H1058. Task: standing between summer and winter. (Stands between wagon and sleigh.) DeVries FFC LXXIII 213.

H1061. Task: coming neither with nor without a companion. (Comes with an animal.) Irish myth: *Cross; Icelandic: Boberg; DeVries FFC LXXIII 212.

H1062. Task: coming neither washed nor unwashed. (Comes partly washed.) DeVries FFC LXXIII 211.

H1063. Task: coming neither hungry nor satiated. (Eats a thin soup, a leaf, a single grain, or the like.) DeVries FFC LXXIII 210; Icelandic: Boberg.

H1064. Task: coming laughing and crying at once. (Rubs eyes with a twig to simulate crying.) DeVries FFC LXXIII 212.

F1064.11. Laughing and crying at the same time. K608. Escape by laughing and crying at the same time.

H1065. Task: bringing best friend, worst enemy, best servant, greatest pleasure-giver. (Brings dog, wife, ass, little son respectively.) Köhler-Bolte I 415, 455; Pauli (ed. Bolte) No. 423; Herbert III 201; Ward II 231; Oesterley No. 124; *Chauvin VIII 199 No. 244; *BP II 365; cf. Type 875; *DeVries FFC LXXIII 220ff.; *Anderson FFC XLII 357 and n. 2; *Wesselski Märchen 237 No. 48; Italian Novella: *Rotunda.

H1066. Task: sweep the floor and do not sweep it. *Köhler in Gonzenbach II 215.

H1067. Task: light fire but do not light it. *Köhler in Gonzenbach II 215.

H1068. Task: making bed but do not make it. *Köhler in Gonzenbach II 215.

H1071. Task: eat bread but bring it back whole. (Center of loaf eaten.) Köhler-Bolte I 437.

H1072. Task: give sheep good care but do not let it fatten. (Sheep fed but kept near wolf where it is afraid and does not fatten.) *Chauvin VIII 181 No. 213; India: *Thompson-Balys.

H1073. Task: filling glasses with water that has neither fallen from heaven nor sprung from the earth. (Uses horse's sweat.) Dh I 329.

H1074. Task: furnish beef which is neither male nor female. Counter-task: send for it when it is neither night nor day. American Negro (Georgia): Harris Friends 118 No. 15.

H1075. *Task: bringing something ever-increasing (ambition); something ever-decreasing (life); something which neither increases nor decreases (one's fated lot); and something which both increases and decreases (universe).* India: Thompson-Balys.

H1077. *Task: building house neither on ground nor in sky.* India: Thompson-Balys.

H1090. *Tasks requiring miraculous speed.* Missouri French: Carrière; India: Thompson-Balys.

H1091. *Task: sorting a large amount of grain (beads, beans, peas) in one night.* *Types 313, 554; *BP II 28, 517; Köhler-Bolte I 397; *Fb "fugl", "grym"; Swiss: Jegerlehner Oberwallis 322 No. 87; Breton: Sébillot Incidents s.v. "pois"; Spanish: Boggs FFC XC 68 No. 513; India: *Thompson-Balys; Indonesia: Dixon 226; Chinese: Graham; N. A. Indian (Thompson River): Teit JE VIII 392 No. 100.

H1122. *Task: preparing large quantity of grain.*

H1091.1. *Task: sorting grains: performed by helpful ants.* Clouston Tales I 238f.; Köhler-Bolte I 397; French Canadian: Sister Marie Ursule; Spanish: Espinosa Jr. No. 130; Italian: Basile Pentamerone V No. 4; India: *Thompson-Balys; Indonesia: Dixon 217; Japanese: Ikeda; Korean: Zong in-Sob 17.

B481.1. *Helpful ant.* B571. Animals perform tasks for man.

H1091.2. *Task: sorting grains; performed by helpful birds.* *Fb "fugl"; Missouri French: Carrière; India: *Thompson-Balys; Japanese: Ikeda.

B480. *Helpful bird.* B571. Animals perform tasks for man.

H1091.3. *Suitor test: scattering mountain of mustard seed in one watch, gathering it together in another, pressing its oil out in another.* India: Thompson-Balys.

H1092. *Task: spinning impossible amount in one night.* (Cf. H1022.2) *Types 500, 501, 708; BP I 109ff., 490ff.; *Fb "spinde" III 492a; Hoffmann-Krayer Zs. f. Vksk. XXV 120 nn. 7, 8; Köhler-Bolte ibid. VI 71; Italian: Basile Pentamerone IV No. 4; Japanese: Ikeda.

H1092.0.1. *Task: spinning and weaving large amount by specified time.* India: Thompson-Balys.

H1092.1. *Helpful animal performs spinning task.* (Cf. B571.) Köhler-Bolte Zs. f. Vksk. VI 71; Lithuanian: Balys Index Nos. 453*, 481*.

H1093. *Task: embroidering blanket in one day.* (Help from animals.) (Cf. B571.) N. A. Indian (Crow): Lowie PaAM XXV 121, Simms FM II 309, (Blackfoot): Wissler and Duvall PaAM II 130ff.

H1094. *Task: unraveling in short time.*

H1094.1. *Task: unraveling a net in a short time.* Type 1178*.

H1095. *Task: felling a forest in one night.* (Cf. H1115.) *Type 313; Fb "skov" III 300a; Irish myth: *Cross; Icelandic: Boberg (H322.5); Breton: Sébillot Incidents s.v. "forêt"; Italian: Basile Pentamerone II No. 7.

D1641.4. *Forest cleared by magic.*

H1095.1. *Task: collecting firewood quickly, sufficient to last remainder of one's life.* India: Thompson-Balys.

H1095.2. *Task: stacking wood from felled forest in one day.* German: Grimm No. 113, 193.

H1096. Task: washing enormous number of clothes (and other articles) in short time. Sicilian: Gonzenbach I 97ff. No. 15.

H1097. Task: draining sea-covered land in one night. Irish myth: *Cross.

H1097.1. Task: drying up a lake in one night. Cheremis: Sebeok-Nyerges.

H1097.2. Task: cleaning enormous cistern in one day. Italian: Basile Pentamerone II No. 7; India: Thompson-Balys.

H1101. Task: removing mountain (mound) in one night. *Type 313; Breton: Sébillot Incidents "butte"; Missouri French: Carrière.

H1102. Task: cleaning Augean stable. Stable has not been cleaned in years. Must be done in one night. River turned through it. Type 313; Köhler-Bolte I 170; *Fb "stald" III 534a; Greek: Fox 82, Frazer Apollodorus I 195 n. 2; New Zealand: Dixon 71.

H1102.1. Task: cleaning cowshed. India: Thompson-Balys.

H1102.2. Task: emptying in one day a barn filled with manure. French Canadian: Sister Marie Ursule.

H1103. Task: setting out vineyard in one night. *Type 313.
H1023.17. Task: sowing rye and bringing crop next morning.

H1103.1. Task: making garden quickly in unplanted forest. Kabyle: Frobenius Atlantis II 32 No. 4; Africa (Benga): Nassau 215 No. 33.

H1103.1.1. Task: making garden in three days. India: Thompson-Balys.

H1103.2. Task: plowing enormous amount of land in one day. Spanish: Espinosa Jr. No. 72, 73; Italian: Basile Pentamerone II No. 7; India: Thompson-Balys.

H1103.2.1. Task: preparing and sowing impossible amount of land overnight. India: *Thompson-Balys.

H1103.2.2. Task: planting and growing crop overnight. India: Thompson-Balys.

H1103.3. Task: covering mango tree grove with fruit in a single night. (Cf. H1023.17.) India: Thompson-Balys.

H1104. Task: building castle in one night. Type 313; Fb "slot" III 377a.
H1103. Task: building castle.

H1104.0.1. Task: building castle in three days. India: Thompson-Balys.

H1104.1. Task: building a lodge entirely of bird's feathers in one night. S. A. Indian (Carib): Alexander Lat. Am. 264.

H1104.1.1. Task: in one day feathering a barn, each feather from different bird. French Canadian: Sister Marie Ursule.

H1104.1.2. Task: thatching roof with bird feathers; half blow away while other half are sought. (Cf. F171.6.6.) Irish myth: *Cross.

H1104.2. Task: building entire village in one night. Africa (Fang): Einstein 70ff. (= Trilles 190ff. No. 11.)

H1104.3. Task: building a house of iron in one night. Cheremis: Sebeok-Nyerges.

H1104.4. Task: erecting marriage hall in one night. India: *Thompson-Balys.

H1104.5. *Task: building granary full of grain overnight.* India: Thompson-Balys.

H1105. *Task: digging a pond quickly.* Breton: Sébillot Incidents s.v. "étang"; India: *Thompson-Balys.

H1106. *Task: shearing flock of sheep in one day.* N. A. Indian (Zuñi): Boas JAFL XXXV 77 No. 4.

H1107. *Task: bringing documents from distant city in one day.* Spanish: Boggs FFC XC 68 No. 513.

H1108. *Task: paving great road in short time.* India: Thompson-Balys.

H1109. *Other tasks requiring miraculous speed.*

H1109.1. *Task: bringing water from distant fountain more quickly than a witch.* Spanish: Boggs FFC XC 68 No. 513.
F681. Marvelous runner.

H1109.2. *Task: hauling enormous number of things from one farm to another in one day.* French Canadian: Sister Marie Ursule.

H1109.3. *Task: killing enough birds in one day to cover the mountain, each bird to be of a different species.* French Canadian: Sister Marie Ursule.

H1109.4. *Task: exterminating mice infesting city in three days.* India: *Thompson-Balys.

H1110. *Tedious tasks.*
D791.1.2. Disenchantment when superhuman task is finished. F171.6.5. Man in otherworld kindles fire which burns out repeatedly while he is gathering more wood. F171.6.6. People in otherworld thatch house with birds' wings; thatch blows away while they go for more. Q500. Tedious punishments. Q521. Tedious penances.

H1111. *Task: carrying hundreds of sheep across stream one at a time.**BP II 209; cf. Type 2300; Spanish Exempla: Keller.
Z11. Endless tales.

H1112. *Task: herding rabbits.* *Type 570; BP III 267ff. (incident C); *Fb "hare".
B845. Wild animals herded. G1757. Rabbit thought to be cow.

H1112.1. *Task: keeping four dogs in herd.* *Fb "hund" I 678a.

H1112.2. *Task: pasturing a cow which continues to run all day.* India: Thompson-Balys.

H1113. *Task: bailing out a pond.* Type 313; German: Grimm No. 113; Breton: Sébillot Incidents s.v. "étang"; N. A. Indian: Thompson CColl II 369, 377; Africa (Benga): Nassau 216 No. 33.

H1113.1. *Bailing out pond with thimble.* German: Grimm No. 193.

H1114. *Task: climbing glass mountain.* *Type 425; India: Thompson-Balys.
F751. Glass mountain. F846.3. Ladder of bones. (Usually bones are stuck in side of steep and slippery mountain.) H331.1.1. Suitor contest: riding up glass mountain.

H1114.1. *Task: securing three eggs from top of glass tower.* French Canadian: Sister Marie Ursule.

H1114.2. *Task: carrying ever-increasing burden up mountain.* German: Grimm No. 179.

H1115. *Task: chopping down large tree with blunt (fragile) implements.* (Cf. H1095.) Type 313; Breton: Sébillot Incidents s.v. "arbres"; India: Thompson-Balys; Africa (Ekoi): Talbot 208; Jamaica: Beckwith MAFLS XVII 251 No. 29.
 D2199.2. Slaves forced to hew down yew tree with dull tools; hands bleed. Tools sharpened through power of saint.

H1115.1. *Task: cutting down huge tree which magically regrows.* Type 577.
 D1602.2. Felled tree raises itself again.

H1115.2. *Task: sawing iron tree in two.* India: Thompson-Balys.

H1115.3. *Task: cutting down a giant tree.* Marquesas: Beckwith Myth 470.

H1116. *Task: breaking huge rock to pieces.* Africa (Ekoi): Talbot 208.

H1116.1. *Task: cutting firewood from rocks with brass axe (rock struck to splinters by lightning used).* Africa (Ganda): Baskerville 8ff.

H1116.2. *Task: breaking iron with wooden axe.* India: Thompson-Balys.

H1116.3. *Task: tearing down a huge wall.* India: Thompson-Balys.

H1117. *Task: bringing as many horses as there are days in the year.* (Brings one for each week-day.) Anderson FFC XLII 227 n. 1.
 H706.1. How many days have passed since the time of Adam? The seven week days.

H1118. *Task: counting hairs in pig's back (feathers in bird).* *Fb "tælle" III 922b.
 H703. Riddle: how many hairs are in the head?

H1118.1. *Task: counting the seeds in a package of mustard.* India: Thompson-Balys.

H1118.2. *Task: counting daily how many leaves fall off a tree.* India: Thompson-Balys.

H1118.3. *Task: counting palm trees within view of king's palace.* India: Thompson-Balys.

H1121. *Task: picking all nuts from tall tree.* (Performed by grateful squirrel.) Indonesia: *Dixon 217 n. 22.
 B437.2. Helpful squirrel. B571. Animals perform tasks for man.

H1122. *Task: preparing large quantity of grain.* Breton: Sébillot Incidents s.v. "grain"; Spanish: Espinosa Jr. Nos. 71—74; India: *Thompson-Balys.
 H1091. Task: sorting a large amount of grain (beads, beans, peas) in one night.

H1122.1. *Task: supplying superhuman amount of grain.* Irish myth: Cross.

H1123. *Task: feeding ravenous beast to satiation.* Breton: Sébillot Incidents s.v. "bête".

H1124. *Task: gathering all stones from brook or field.* Type 1172.

H1125. *Task: traveling till iron shoes are worn out.* *Type 425; *BP II

272; Köhler-Bolte I 317, 512, 573; Missouri French: Carrière; Spanish: Espinosa Jr. No. 114.

H241. *Worn-out shoes as proof of long journey.* H1231. Large boot-supply for journey. Quest is to be so long that many boots are to be worn out. H1583.1. Time measured by worn iron shoes. M136. Vow not to marry till iron shoes wear out. M202.1. Promise to be fulfilled when iron shoes wear out. Q502.2. Punishment: wandering till iron shoes are worn out.

H1125.1. *Task: traveling till two skeins of thread are unwound.* Spanish: Boggs FFC XC 57 No. 425.

H1127. *Task: carrying off huge quantity of money.* *Type 513.

H1128. *Task: keeping up a certain work all night.* Breton: Sébillot Incidents s.v. "ouvrage".

H1129. *Other tedious tasks.*

H1129.1. *Task: filling the yard with manure.* Type 1183**.

H1129.1.1. *Task: bringing twelve cartloads of mud without the use of buffaloes.* India: Thompson-Balys.

H1129.2. *Task: filling twelve bed-ticks with feathers.* Done by helpful birds. German: Grimm No. 186; Italian: Basile Pentamerone V No. 4. B450. Helpful bird.

H1129.3. *Task: carrying soil to cover stony ground.* Irish myth: *Cross.

H1129.4. *Task: filling pot with dew.* Africa (Ganda): Baskerville 8ff.

H1129.5. *Task: building a fire; whole tree burns up while man is bringing another.* Irish myth: Cross.

D2182. Work of day magically overthrown at night.

H1129.5.1. *Task: gathering firewood; bundle continually swept away from swimming man.* Irish myth: Cross.

H1129.6. *Task: building causeway, clearing land, etc.* Irish myth: *Cross.

H1129.7. *Task: gathering bed-tick full of harp strings.* Irish myth: Cross.

H1129.8. *Task: gathering vessel full of nail-scrapings.* Irish myth: Cross.

H1129.9. *Task: gathering crow's house full of wren's eggs.* Irish myth: Cross.

H1129.10. *Task: gathering fist-full of fleas.* Irish myth: Cross.

H1154. *Task: capturing animals.*

H1129.10.1. *Impossible task: assembling huge quantity of many-colored fleas.* Spanish Exempla: Keller.

H1129.11. *Task: carrying fuel.* Irish myth: *Cross.

H1130. *Superhuman tasks.*

H1131. *Task: building enormous bridge.* (Cf. H359.1.) Irish myth: Cross; Japanese: Ikeda.

H1131.1. *Task: building bridge over land and sea.* *Fb "guldæble" I 516a.

H1131.2. *Devil as suitor assigned task to build bridge or dam.* Lithuanian: Balys Index No. 3250, Legends Nos. 343f.

G303.9.1. *The devil as builder.* H335.0.3. *Devil as suitor assigned tasks.*

H1132. Task: recovering lost objects.

H1132.1. Task: recovering lost object from sea. Irish: Beal XXI 308, 316, O'Suilleabhair 26.

H1132.1.1. Task: recovering lost ring from sea. *Types 513, 554; *Saint-yves Essais 381; BP I 134ff., II 19ff.; "Fb "guldring"; Irish myth: *Cross; Greek: Fox 101 (Theseus); Japanese: Ikeda; Cape Verde Islands: Parsons MAFLS XV (1) 280 No. 91.

A2275.5.4. Dolphins seek King Solomon's ring. B548.2.1. Fish recovers ring from sea. H1382. Quest for magic ring. H1386.2. Quest for missing ring.

H1132.1.1.1. Test: recovering ring from water. India: *Thompson-Balys.

H1132.1.2. Task: recovering lost key from sea. *Type 554; BP I 134ff., II 19ff.; Fb "guldnegle" I 514; Irish: O'Suilleabhair 25, 35, Beal XXI 307, 312; Missouri French: Carrière; Japanese: Ikeda.

B548.2.2. Fish recovers key from sea.

H1132.1.3. Task: recovering strap from sea. Type 434*; Japanese: Ikeda.

H1132.1.4. Task: recovering pen from sea. *Type 531; Japanese: Ikeda.

H1132.1.5. Task: recovering lost fish-hook. Done by Sea-king. Japanese: Anesaki 266, Ikeda.

H1132.1.6. Task: recovering cooking-spit from sea. Irish myth: *Cross.

H1132.1.7. Task: recovering crown from sea. German: Grimm No. 107.

H1132.2. Task: recovering object in large fire. India: Thompson-Balys.

H1132.3. Task: recovering object from python's hole. India: Thompson-Balys.

H1132.3.1. Task: getting ring from python's hole (help from python goddess). India: Thompson-Balys.

H1133. Task: building castle (fort). Irish myth: *Cross; Missouri French: Carrière.

D1131.1. Castle produced by magic. H1104. Task: building castle in one night.

H1133.1. Task: building magic castle. *Type 554; BP II 19ff.

H1133.2. Task: building castle in air. Fb "slot" III 377a; Italian: Basile Pentamerone IV No. 5.

F771.2.1. Castle in the air.

H1133.3. Task: building castle in sea. Fb "slot" III 377a; India: Thompson-Balys.

F771.2.4. Castle built on sea.

H1133.4. Task: building palace of gold (crystal). India: Thompson-Balys.

H1133.5. Task: building palace and city. India: Thompson-Balys.

H1133.6. Task: building exact replica of castle in wax. German: Grimm No. 107.

H1135. Task: annihilating (overcoming) army single-handed. Type 513; Irish myth: *Cross; Greek: Fox 112 (Jason).

H1136. Task: bringing winds from the whole world. Fb "vind" III 1059a.

H1136.1. *Task: bringing back flour scattered by wind.* Indonesia: DeVries's list No. 171.
 J355.1. The widow's meal.

H1136.2. *Task: gathering wind in fists.* Jewish: Neuman.

H1137. *Task: binding waves of the sea.* Indonesia: DeVries's list No. 236; Filipinos: Fansler MAFLS XII 62.
 F931.8. Sea fettered.

H1138. *Task: supplying water in land where it is lacking.* *Fb "vand" III 1001b. — Icelandic: Boberg.

H1138.1. *Task: "to turn low stream and fill the high stream."* India: Thompson-Balys.

H1141. *Task: eating enormous amount.* *Type 513; Missouri French: Carrière; India: Thompson-Balys; Africa: Werner African 153.
 F632. Mighty eater: H331.17. Suitor contest: eating 100 carcasses at a sitting.

H1141.1. *Task: eating mountain of bread.* *Type 571; Fb "æde" III 1140a.

H1141.2. *Task: eating three hundred fat oxen.* Fb "æde" III 1140a.

H1141.3. *Task: eating room-full of salt.* (Trickster eats only a pinch. "He who has eaten with a friend as much salt as I have eaten and does not recognize the friendship will not do so though he eat ten rooms full of salt.") *Bolte Reise der Söhne Giaffers 207.

H1141.4. *Task: eating entire goat without leaving a scrap.* India: Thompson-Balys.

H1142. *Task: drinking enormous amount.* *Type 513; Icelandic: Boberg; India: Thompson-Balys.
 F633. Mighty drinker.

H1142.1. *Task: drinking wine—cellar empty.* *Type 571; Missouri French: Carrière.

H1142.2. *Task: drinking the sea dry.* *Anderson FFC XLII 139, 356; BP II 369; *Chauvin VIII 62 No. 26; Norse: MacCulloch Eddic 93 (Thor); Gascon: Bladé I 8 No. 1.
 A228. Giant drinks up ocean. F989.11.1. Cow lowers ocean by drinking.
 G522. Ogre persuaded to drink pond dry bursts. K82. Deceptive drinking contest.

H1142.2.1. *Task: drinking the sea dry (illusion produced by magic thread which makes hero think he is drinking from spring).* India: Thompson-Balys.

H1142.3. *Task: drinking the sea dry: countertask: stop all the rivers.* (Cf. H951.) BF II 369.
 H696.1.1. How much water is in the sea? Stop all the rivers and I will measure it.

H1143. *Task: dipping out the sea with a spoon: countertask: stop all the rivers.* (Cf. H1113, H1142.3.) DeVries FFC LXXIII 251. — French Canadian: Sister Marie Ursule (H1023.2.3.); Spanish Exempla: Keller. J1967. Numskull bailes out the stream.

H1143.1. *Task: emptying the lake with a pail in one day.* French Canadian: Sister Marie Ursule.

H1144. *Task: measuring ocean.* "Hdwb. d. Märchens s.v. "Meer aus-trinken, austmessen".

K420. Thief loses his goods or is detected.

H1144.1. *Task: to collect together all the drops of water.* Jewish: Moreno Esdras.

H1144.2. *Task: counting the waves.* India: *Thompson-Balys.

H096.1. Riddle; how much water is in the sea? J311.1. Count only the waves before you.

H1145. *Tasks: other difficult measurements.*

H1145.1. *Task: weighing fire.* Jewish: Moreno Esdras (H1023.16).

H1145.2. *Task: measuring a gust of wind.* Jewish: Moreno Esdras (H1023.18).

H1146. *Task: carrying mountain on head.* India: Thompson-Balys.

H1147. *Task: making ladder which whole army cannot set up.* DeVries FFC LXIII 323, 331.

H1149. *Miscellaneous superhuman tasks.*

H1149.1. *Task: yoking together lion and wild boar.* Greek: Fox 107 (Admetus), Grote I 108.

H1149.2. *Task: lifting a certain cat.* (Is serpent that embraces the earth.) Icelandic: Boberg (Thor and the Midgard serpent). A876. Midgard Serpent.

H1149.3. *Task: defeating a certain old woman.* (She is Old Age.) Hdwb. d. Märchens I 445b n. 432; Icelandic: Boberg. G275.9. Fight (wrestling) with witch. Z110. Abstractions personified.

H1149.4. *Task: collecting enormous amount of material (number of rare objects, etc.)* Irish myth: Cross.

H1149.5. *Feat on spear point.* Hero performs it as task set by other-world amazon. Irish myth: Cross.

H1149.6. *Task: breaking pigeon's egg on parapet of castle.* Pigeon in ferocious serpent. French Canadian: Sister Marie Ursule.

H1149.7. *Task: drawing spear thrust through seven iron plates.* India: Thompson-Balys.

F625.1. Hero drives spear through seven iron plates.

H1149.8. *Girl to bring cloth as long as river and raise pig as big as mountain.* (Countertask: measure river and weigh mountain.) Chinese: Graham.

H1149.9. *Task: lifting mountain.* Countertask: placing it on my shoulders. India: Thompson-Balys.

H1149.10. *Task: jumping across river in one bound.* India: Thompson-Balys.

F1071. Prodigious jump.

H1150. *Tasks: stealing, capturing, or slaying.* India: Thompson-Balys.

H1333.3.3. Quest for berries from tree guarded by giants. H1360. Quest for dangerous animals. H1561.6. Test of valor: fight with giant.

H1151. *Theft as a task.* *Type 1525; BP III 379ff.; Icelandic: MacCulloch Eddic 123; Missouri French: Carrière; India: *Thompson-Balys.
 G610.3. Stealing from ogre as task. H1273.2. Quest for three hairs from devil's beard. K301. Master thief.

H1151.1. *Task: stealing golden apples.* *Fb "guldæble" I 516, "æble" III 1135b; Irish myth: "Cross; Icelandic: MacCulloch Eddic 179, *Boberg; Greek: Fox 87, Frazer Apollodorus I 220 n. 1.
 F813.1.1. Golden apple. H1333.3.1. Quest for marvelous apple.

H1151.1.1. *Task: stealing a golden lotus.* India: Thompson-Balys.

H1151.2. *Task: stealing twelve horses out of stall.* (Cf. H1151.13.3.) *Type 1525; *Fb "hest".

H1151.2.1. *Task: stealing horse when owner has been forewarned.* India: Thompson-Balys.

H1151.2.2. *Task: stealing king's horse as he rides on it.* India: Thompson-Balys.

H1151.3. *Task: stealing sheet from bed on which person is sleeping.* *Type 1525; Missouri French: Carrière.

H1151.3.1. *Task: stealing tray from king's bedside.* India: Thompson-Balys.

H1151.4. *Task: stealing ring from finger.* *Type 1525.

H1151.5. *Task: stealing belt from queen.* Greek: Frazer Apollodorus I 203 n. 1 (Hercules).

H1151.5.1. *Task: stealing girdle of goddess.* Tuamotu: Stimson MS (z-G. 13/243).

H1151.6. *Task: stealing elephant's tail (tusks).* Africa (Gold Coast): Barker and Sinclair 123 No. 22, (Ekoi): Talbot 208.

H1151.6.1. *Task: stealing enormous diamond from elephant's forehead.* India: Thompson-Balys.

H1151.7. *Task: stealing the two horns of a savage bull.* Icelandic: *Boberg.
 H1161.2.1. *Task: killing ox.*

H1151.7.1. *Task: stealing gold-filled horn of wild three-horned ox.* (Cf. H933.2.) Icelandic: *Boberg.

H1151.8. *Task: stealing cattle which are guarded by a marvelous dog.* Greek: Frazer Apollodorus I 87 n. 3 (Melampus).

H1151.9. *Task: stealing troll's golden horse.* *Fb "guldhest".
 B102.2. Golden horse. H1331. Quest for remarkable animal.

H1151.10. *Task: bringing branch from tree guarded by ghosts.* India: Thompson-Balys.

H1151.10.1. *Task: stealing pears from ingeniously guarded garden.* India: Thompson-Balys.

H1151.11. *Task: bringing a baby lion's tail to use as broom.* Africa (Hausa): Mischlich 80ff. No. 5.

H1151.12. *Task: stealing eggs from under bird.* Type 653; India: *Thompson-Balys.

son-Balys; Africa: Weeks Jungle 43, (Madagascar): Renel II 118f.
No. 91.

K305.1. Thieving contest: first steals eggs from under bird; second
meantime steals first's breeches.

H1151.13. Task: stealing from a king. Irish myth: Cross.

H1151.13.1. Task: stealing pigskin from a king. Irish myth: *Cross.

H1151.13.2. Task: stealing spear from a king. Irish myth: *Cross.

H1151.13.3. Task: stealing horses (and chariot) from a king. (Cf. H1151.2.)
Irish myth: *Cross.

H1151.13.4. Task: stealing hound from a king. Irish myth: *Cross.

H1151.13.5. Task: stealing three pearls from king's heavily guarded
treasury. India: Thompson-Balys.

H1151.14. Task: stealing sword from giant. Icelandic: Boberg.

H1151.15. Task: stealing goddess Freya's necklace. Icelandic: Boberg.

H1151.16. Task: stealing the mead of poetry. Icelandic: Boberg.

H1151.17. Task: stealing the bait of the demon Añan. S. A. Indian
(Tupinamba): Métraux BBAE CXLIII (3) 132.

H1151.18. Task: liberating wife's sister, elephant's captive, who lives
in a box in his ear. India: Thompson-Balys.

H1151.19. Task: eating only what is stolen without sinning. Irish myth:
Cross.

H1151.20. Task: stealing magic healing apples. (Cf. H1323.) French Ca-
nadian: Sister Marie Ursule.

H1151.21. Task: stealing magic healing water. (Cf. D1500.1.18.) French
Canadian: Sister Marie Ursule.

H1151.22. Task: stealing laborer's pajamas. India: Thompson-Balys.

H1151.23. Task: stealing beautiful clothing of a witch. India: Thompson-
Balys.

H1151.24. Task: stealing ogress's drum. India: Thompson-Balys.

H1151.25. Task: stealing ogre's grain. India: Thompson-Balys.

H1151.26. Task: bringing ruby in head of devastating serpent. India:
Thompson-Balys.

B108.2. Serpent with jewel in head.

H1152. Task: selling an animal and keeping him.

H1152.1. Task: selling a sheep (goat) and bringing it back along with
the money. (Shears and sells wool; brings animal back.) DeVries FFC
LXXXIII 43ff., 157; Irish: Cross; Baughman.

H1153. Task: selling three old women. (Devil finds that no one wants
them.) *Type 1170; BP III 16.

K216.1. The evil woman in the glass case as the last commodity.

H1154. Tasks: capturing animals. Irish myth: *Cross; Greek: Fox 80ff.
B19. Other mythical beasts. B845. Wild animals herded. H335.3. Suitor
task: killing ferocious animal. H1161. Task: killing ferocious animal.

H11331. Quest for remarkable animal. H1129.10. Task: gathering fist-full of fleas. M394.1. Prophecy: son who catches certain fawn will become king.

H1154.0.1. Task: bringing head(s) of animal(s). India: Thompson-Balys.

H1154.1. Task: capturing magic pig carrying scissors, comb, and razors between its ears. Irish myth: *Cross; Welsh: MacCulloch Celtic 187.

H1154.2. Task: capturing deer from herd watched by giant. English: Wells 115 (Sir Eglamour).

G152. Giant herdsman. G249.1. Witches drive herds of deer.

H1154.2.1. Task: capturing ninety pigs, ninety horses, and one hundred wild oxen. Icelandic: Boberg.

H1154.3. Task: bridling a wild animal.

H1154.3.1. Task: bridling a wild horse. Finnish: Kalevala rune 14; Italian Novella: Rotunda; Spanish: Espinosa Jr. No. 74.

H41.7. Task: riding horse, whereby one becomes king.

H1154.3.2. Task: bridling ferocious bear. Finnish: Kalevala rune 19.

H1154.3.3. Task: capturing and binding ferocious boar. India: Thompson-Balys.

H1154.3.3.1. Task: measuring (killing) wild boar. Irish myth: *Cross.

H1154.3.4. Task: capturing wild elephant. Africa (Fang): Einstein 70ff. (= Trilles 190ff. No. 11).

H1154.3.5. Task: loading ferocious camels. Africa (Kordofan): Frobenius Atlantis IV 101ff. No. 11.

H1154.3.6. Task: yoking stags. Irish myth: Cross.

H1154.3.7. Task: bringing tigers.

H1154.3.7.1. Task: procuring four full-grown tigers to guard four gates of king's palace. India: Thompson-Balys.

H1154.4. Task: catching huge fish without nets or tackle. Finnish: Kalevala rune 19.

H1154.5. Task: capturing elk. Finnish: Kalevala rune 13.

H1154.6. Task: capturing squirrel and rattlesnake. American Negro (Georgia): Harris Nights 203 No. 35.

H1154.7. Task: capturing bird. Irish myth: Cross.

H1154.7.1. Task: retrieving king's falcon. Italian Novella: Rotunda.

H1154.7.2. Task: capturing blackbird (yearly). Irish myth: Cross.

H1154.7.3. Task: procuring four full-grown peacocks to sit one on each of four golden pinnacles of palace room. India: Thompson-Balys.

H1154.8. Task: capturing magic horse. Type 313.

B184.1. Magic horse. H1151.9. Task: stealing troll's golden horse. H1331. Quest for remarkable animal.

H1154.9. Task: capturing pair of every wild animal in the land. Irish myth: *Cross.

A1021.1. Pairs of animals in ark. F881. Marvelous runner.

H1154.10. Task: capturing badgers. Irish myth: Cross.

H1154.11. Task: obtaining marrow of wild pig, lard of wild boar, water bird (coot?). Irish myth: *Cross.

H1154.12. Task: bringing in fierce lion alive. India: Thompson-Balys.

H1155. Task: taming wild animals. (Cf. H1154.3.)
B771.1. Animal tamed by maiden's beauty. D1442. Magic object tames or restrains animal. H172.1. Horse will permit only certain man to ride him.

H1155.1. Riding and taming a wild horse. India: *Thompson-Balys.

H1155.1.1. Task: grooming unruly mare. India: Thompson-Balys.

H1155.2. Task: milking unruly cow. India: *Thompson-Balys.
H335. Tasks assigned suitors.

H1155.3. Task: feeding dangerous man-eating sow. India: Thompson-Balys.

H1155.4. Task: caring for mad elephant. India: Thompson-Balys.

H1155.5. Task: riding buffaloes. India: Thompson-Balys.

H1156. Task: incurring anger of ferocious animal.

H1156.1. Task: setting fire to brush wood near abode of sacred cobra. India: Thompson-Balys.

H1161. Task: killing ferocious beast. Irish: MacCulloch Celtic 126, *Cross; English: Wells 115 (Sir Eglamour of Artois); Icelandic: *Boberg; Finnish: Kalevala rune 14; Missouri French: Carrière; Greek: Frazer Apollodorus I 184 n. 2, 187 n. 3, 191 n. 3, 197 n. 3, 199 n. 2, 200 n. 1, 210 n. 1 (Hercules), II 59 n. 1 (Cychreus); Africa (Basuto): Jacottet 3 No. 1.
B16. Devastating animals. B16.2.3. Giant lion overcome by hero. H335.3. Suitor task: killing ferocious animal. K133.1. Quest for remarkable animal. H147.1. Watching for devastating monster. Youngest alone successful.

H1161.1. Task: killing murderous bird. India: Thompson-Balys.
G353.1. Cannibal bird as ogre.

H1161.2. Task: overcoming savage buffalo. India: Thompson-Balys.

H1161.2.1. Task: killing ox. Icelandic: Boberg.

H1161.2.2. Task: killing fierce bull. (Cf. H1151.7.) India: Thompson-Balys.

H1161.3. Task: overcoming elephant. Icelandic: *Boberg; India: Thompson-Balys.

H1161.3.1. Task: mouse to fight single-handed with king's state elephant and destroy it. India: Thompson-Balys.

H1161.4. Task: killing golden pig. India: Thompson-Balys.

H1161.5. Task: killing devastating lion. India: Thompson-Balys.

H1161.6. Task: killing devastating tiger. India: *Thompson-Balys.
H335. Tasks assigned suitors.

H1162. Task: killing certain man. (Cf. H335.3, H335.5, H335.6.) Icelandic: Boberg; India: Thompson-Balys.

H1162.1. *Task: overcoming robbers.* India: *Thompson-Balys.

H1162.2. *Task: slaying king's son so that father will not die.* India: Thompson-Balys.
M341. Death prophesied.

H1163. *Task: uprooting man-devouring tree.* (Cf. H335.) Jewish: Neuman.

H1165. *Task: bullfight (buffaloes).* India: Thompson-Balys.

H1166. *Task: duel.* Icelandic: Boberg.

H1166.1. *Task: wrestling etc. with giant warrior.* Icelandic: *Boberg.

H1172. *Task: bringing an ogre to court.* Köhler-Bolte I 306.
G6. Ogres.

H1173. *Task: luring Thor into the power of giants.* Icelandic: Boberg.

H1174. *Suitor test: killing monster.* India: Thompson-Balys.

H1174.1. *Task: bringing back two heads of a giant.* India: Thompson-Balys.

H1174.2. *Task: overcoming dragon.* Icelandic: þidriks saga I 175ff.
B11.11. Fight with dragon.

H1177. *Bringing fairies to court.*

H1177.1. *Suitor task: to make fairies dance before princess.* India: Thompson-Balys.

H1180. *Miscellaneous tasks.*

H1181. *Task: raising a buried treasure.* *Type 613; Christiansen FFC XXIV 92ff.
N590. Unearthing hidden treasure.

H1182. *Task: letting king hear something that neither he nor his subjects have ever heard.* (Reads a letter from a foreign king demanding a loan.) Chauvin VI 39 No. 207.

H1182.1. *Task: recovering money owed by a foreign king.* *Cosquin Contes indiens 474ff.

H1182.2. *King asks favorite minister to show him a trick that he has never seen before.* India: Thompson-Balys.

H1183. *Task: carrying a wagon axle which has broken a wheel.* *BP III 16.

H1184. *Task: cutting down tree without scratching for stinging insects.* (Scratches surreptitiously while gesticulating.) *Jamaica Beckwith MAFLS XVII 250f. No. 29.
K263. Agreement not to scratch.

H1185. *Task: preparing the food "Oh my".* (Needle put in food which causes eater to say "Oh my!") DeVries FFC LXXIII 250.
H1377.3. Quest for the hazelnuts of ay, ay, ay. (Brings hazelnuts with thorns so that the king cries "Ay, ay, ay" when he takes them.)

H1185.1. *Task: buying a coin's worth of eggs and another of "ay, ay."* Servant puts nettles in bag with eggs, and master cries "Ay, ay" when he touches the nettles. Spanish: Childers.
H1377.3. Quest for the hazelnuts (eggs) of ay, ay, ay.

H1186. *Task: making pigs dance.* Breton: Sébillot Incidents s.v. "cochons". Cf. Type 850.

H1187. *Task left by departing husband for virgin wife to accomplish: have a son whose real mother she is and whose real father he is.* She accomplishes this by disguising as a girl. Köhler-Bolte II 647ff.; "Ljungman Två Folkminnesundersökningar 25 n. 1; FSS 7ff. (H922); India: *Thompson-Balys; Icelandic: Boberg.

H922. Departing husband assigns his wife tasks. K1643.2. Wife takes mistress's place in husband's bed. Brings about reconciliation. T200. Married life.

H1188. *Task: plowing field of vipers.* (Puts on iron boots.) Finnish: Kalevala rune 19.

H1191. *Task: blinding a witch.* Italian: Basile Pentamerone IV No. 4. G200. Witches.

H1191.1. *Task: beheading witch, and bringing head to king.* French Canadian: Sister Marie Ursule.

H1191.2. *Task: catching devastating witch who haunts king's best garden.* India: Thompson-Balys.
G265. Witch abuses property.

H1192. *Task: combing hair of fairies.* Type 480; Roberts 168; Italian: Basile Pentamerone III No. 10.
F200. Fairies.

H1193. *Task: causing dry spring to flow again.* *Type 613; *Hdwb. d. Märchen I 346a nn. 121–22.

H1194. *Task: making person laugh.* Irish myth: Cross; Icelandic: Boberg; India: *Thompson-Balys.
C460. Laughing taboo. H341. Suitor test: making princess laugh.

H1194.0.1. *Task: causing silent person to speak.* India: Thompson-Balys.
H343. Suitor test: bringing dumb princess to speak.

H1194.1. *Man whose laughter brings rain will not laugh:* brought to laughter when people who, unknown to each other, have gone to sleep in same dark room frighten each other. India: Thompson-Balys.

H1194.2. *Task: making jackal laugh (weep).* India: *Thompson-Balys.

H1195. *Task: having a shirt made by a woman free from trouble and worry.* Italian Novella: Rotunda.
N135.3. The luck-bringing shirt. U115.1. Apparently happy woman discloses skeleton of her paramour.

H1196. *Task: freeing king from clutches of magic doll.* Will marry rescuer if a girl. Italian Novella: *Rotunda.
H335. Tasks assigned to suitors.

H1197. *Task: crossing weed-filled stream.* Hero spreads cloth on weeds and floats across. India: Thompson-Balys.
H961. Tasks performed by cleverness.

H1198. *Task: picking ruby out of a tray filled with identical rubies.* India: Thompson-Balys.

H161. Recognition of transformed persons among identical companions. Prearranged signal. H313.3. Suitors chosen with feet as only part seen.

H324. Choosing princess from others identically clad.

H1199. Other tasks.

H1199.1. Task: planting beautiful garden. India: Thompson-Balys.

H1199.2. Task: healing sick person. Types 551, 610—12; Africa (Tanga): Nassau JAFL XXVIII 30ff. No. 5.
F668.0.1. Skillful physician.

H1199.2.1. Task: causing sickness to come to certain tribe. Irish myth: Cross.

H1199.2.2. Task: curing extraordinarily incurable ulcer. India: Thompson-Balys.

H1199.3. Task: shouting from forbidden place. Irish myth: *Cross.
C300. Speaking tabu. C610. The one forbidden place.

H1199.4. Task: engraving shield with unique pattern. Irish myth: Cross.
D1101.1. Magic shield. F824.2. Extraordinarily painted shield.

H1199.5. Task: disenchantment. (Cf. D700.) Irish myth: Cross.

H1199.6. Task: swine to shake bole of certain tree. Irish myth: Cross.

H1199.7. Task: swine to eat fish of certain waters. Irish myth: Cross.

H1199.8. Task: defending oneself alone against fifteen ships, sixty men.
(Cf. H915.1.) Icelandic: Boberg.

H1199.9. Task: ridding city of thieves. India: Thompson-Balys.

H1199.9.1. Task: discovering ring-thief. India: Thompson-Balys.

H1199.10. Task: jumping over fire. Icelandic: Boberg.

H1199.11. Task: going to bed with Odin, the underworld's king. Icelandic: Boberg.

H1199.12. Task: unusual pasturing.

H1199.12.1. Task: shepherd in God's service tending sheep and following where they go. On the way, he sees many wonderful things. (Cf. F171.0.1.) Lithuanian: Balys Index No. 806*.

H1199.12.2. Task: pasturing witch's cattle (really her daughters). Grateful animals give help (cf. B571.) Lithuanian: Balys Index No. 557*.

H1199.13. Task: squaring the lumber on a stone without blunting the axe. Woman is purposely sent to distract him. Lithuanian: Balys Legends No. 491f.
H331.6.1.1. Princess wins wrestling match with suitor by revealing her breast.

H1199.14. Task: climbing extraordinary (high, thin) cliff. Irish myth: Cross.

H1199.15. Task: securing dishes which have been locked up in vault. French Canadian: Sister Marie Ursule.

H1199.16. Task: producing seven pairs of chopsticks in seven plates. (A lacquered plate and pair of chopsticks—seven coats of lacquer.) Chinese: Graham.

H1199.17. Task: guarding.

H1199.17.1. Task: guarding palace at night that no one can enter or leave. India: Thompson-Balys.

H1199.17.2. Task: guarding six sisters-in-law so that they do not joke or talk to anyone. India: Thompson-Balys:

H1199.18. Task: knocking off single fruit from king's tree. India: Thompson-Balys.

H1200—H1399. TESTS OF PROWESS: QUESTS

H1200—H1249. ATTENDANT CIRCUMSTANCES OF QUESTS

H1200. Quest.

H1210. Quest assigned.

C991. Quest imposed for breaking taboo. D1505.8, Blood restores sight. F614. Strong man's labors. F669.1. Brothers acquire extraordinary skill. Return home and are tested. H336. Suitors assigned quests. H900. Tasks imposed.

H1210.1. Quest assigned by father. *Types 402, 550; Irish myth: *Cross; Missouri French: Carrière; Spanish: Espinosa Jr. No. 105; India: *Thompson-Balys; Chile: Pino Saavedra 399, 403, 404; Africa (Ekoi): Talbot 350.

S11. Cruel father.

H1210.2. Quest assigned by king. French Canadian: Sister Marie Ursule; India: *Thompson-Balys.

H1211. Quests assigned in order to get rid of hero. *Type 650; Dickson 51; Irish myth: *Cross; Icelandic: *Boberg; Missouri French: Carrière; Spanish: Espinosa Jr. Nos. 116, 139—141; Italian Novella: Rotunda; India: *Thompson-Balys.

H311. Tasks assigned at suggestion of jealous rivals. H912. Tasks assigned at suggestion of jealous brothers. H919.1. Tasks assigned at suggestion of treacherous servants. H931. Tasks assigned in order to get rid of hero. H1360. Quest for dangerous animals. K900. Fatal deception. K2102. Falsely accused hero sent on dangerous mission. M243. Parricide prophecy. In spite of all attempts to thwart the fates, the child kills his father.

H1212. Quest assigned because of feigned illness. Lion's milk (or the like) said to be necessary as cure; hero therefore sent on dangerous quest. *Type 590; BP III 1f; French Canadian: Barbeau JAFL XXIX 14; Missouri French: Carrière; India: *Thompson-Balys; Cape Verde Islands: Parsons MAFLS XV (1) 49 No. 17.

B305.2. Life of helpful animal demanded as cure for feigned sickness. D666.2. Magic object destroyed because of feigned sickness. H836. Tasks assigned because of longings of pregnant woman. H1260. Quest for dangerous animals. H1361. Quest for lion's milk. K961. Flesh of certain animal alleged to be only cure for disease. K961.1. Disease to be cured by heart of monkey. K2091. Illness feigned in order to learn secret. K2123. Innocent woman accused of using witchcraft. S268.1. Sacrifice of child demanded as cure for feigned sickness. S322.4.1. Banishment of stepchildren demanded as cure for feigned illness. T55.5. Princess feigns sickness to woo hero. T571. Unreasonable demands of pregnant women. Z211. Dreadnaughts. Brothers deliberately seek dangers they have been warned against. Triumph.

H1212.1. Quest assigned because of feigned dream. N. A. Indian: *Thompson Tales 330 n. 191g.

H1217. Quest assigned because of dream. H1229.3. Quest for marvelous thing: seen in dream. J1147. Destruction through feigned dream.

H1212.2. Quest assigned by wife through appeal to husband's love for her. He is sent for liver of dangerous animal. Africa (Basuto): Jaccottet 2 No. 1.

H1212.3. Prince sulks until quest is accomplished. India: *Thompson-Balys.

P14.6. King's (prince's) sulking chamber.

H1212.4. *Quest assigned because of longings of pregnant woman.* India: *Thompson-Balys.
 H936. Tasks assigned because of longings of pregnant woman. T571. Unreasonable demands of pregnant women.

H1213. *Quest for remarkable bird caused by sight of one of its feathers.*
 *Type 550; BP I 503ff., "III 33"; Chauvin VI 5 No. 182 n. 1; Köhler-Bolte I 411; Missouri French: Carrière; India: Thompson-Balys.
 H1213.1. *Quest for marvelous bird.*

H1213.1.1. *Quest for princess caused by sight of one of her hairs dropped by a bird (or floating on river).* *Chauvin VI 5 No. 182 n. 1; *BP III 31, 33; *Cosquín Contes indiens 369ff.; Chavannes III 258f. No. 470 (cf. Wesselski Archiv Orientální I 6); Icelandic: *Boberg; India: *Thompson-Balys; Japanese: Ikeda.
 H75. Identification by a hair. H1301.1. Quest for the most beautiful bride. H1381.3.1.1. Quest for bride for king. T11.4.1.1. Love through sight of hair of unknown princess.

H1213.1.1.1. *Quest for man caused by sight of one of his hairs dropped by bird (or floating on river).* India: *Thompson-Balys.
 D135. Love-producing magic object. T11.1. Love from mere mention or description. T11.4. Love through sight of something belonging to unknown princess.

H1213.1.2. *Quest for original of picture.* India: Thompson-Balys.
 T11.2. Love through sight of picture.

H1213.2. *Quest for strong man caused by sight of his handiwork.* India: Thompson-Balys.

H1214. *Quest assigned because of hero's knowledge of animal languages.*
 BP I 325; Köhler-Bolte II 340.
 B216. Knowledge of animal languages.

H1214.1. *Quest for beautiful girl about whom parrots are heard speaking.* India: Thompson-Balys.

H1215. *Quest assigned because of hero's boast.* Irish myth: *Cross; Missouri French: Carrière; Greek: Fox 33 (Perseus).
 C490. Tabu: boasting. H915. Tasks assigned because of girl's (boy's) own foolish boast. M55. Judgment: pardon given if hero produces the lady about whom he has boasted.

H1216. *Mother sends son to find unknown father.* (Cf. H1385.7.) English: Wells 134 (Sir Degare); India: Thompson-Balys; Japanese: Ikeda.
 T645. Paramour leaves token with girl to give their son.

H1217. *Quest assigned because of dream.* India: *Thompson-Balys.
 H1212.1. *Quest assigned because of feigned dream.*

H1217.1. *Quest for explanation of dream.* India: *Thompson-Balys.

H1218. *King possessing one marvelous object sends hero on quest for another like it.* India: *Thompson-Balys.
 H361.1.2. Found mortar taken to king reveals peasant girl's wisdom. A peasant finds a mortar in his field and against his daughter's advice takes it to the king, who demands the pestle as well. J21.49. "Never to give a cup made of a single ruby as a present to the king": counsel proved wise by experience.

H1219. *Assignment of quests—miscellaneous.*

H1219.1. *Quest assigned as payment for gambling loss.* (Cf. H942.) Irish myth: Cross; Icelandic: Boberg.

H1219.1.1. *Quest assigned as payment for magic object.* Icelandic: Boberg.

H1219.2. *Quest assigned as punishment for murder.* Irish myth: *Cross. Q211. Murder punished. Q512.0.1. Performing impossible task as punishment for murder.

H1219.3. *Quest assigned as punishment by father of abducted girl.* Irish myth: *Cross. R10.1. Princess (maiden) abducted.

H1219.4. *Quest assigned by fairy.* (Cf. H938.) Irish myth: *Cross.

H1219.5. *Quest assigned prisoner.* Irish myth: Cross.

H1219.6. *Quest assigned as result of slander.* Icelandic: Boberg.

H1219.7. *Quest assigned as payment for hospitality.* Icelandic: *Boberg. P220.1. Hospitality for a whole winter by king or nobleman.

H1219.8. *Quest assigned as punishment for curiosity.* Icelandic: Boberg.

H1220. *Quests voluntarily undertaken.* Irish: *Cross, Beal XXI 318, 320; Icelandic: *Boberg.
M155. Vow to perform act of prowess. T11.2. Love through sight of picture. Z211. Dreadnaughts. Brothers deliberately seek dangers they have been warned against.

H1221. *Quest for adventure.* *Type 650; Irish myth: *Cross; English: Wells 66 (Ywain and Gawain), 134 (Sir Degare); Icelandic: *Boberg; Breton: Sébillot Incidents s.v. "aventures"; Arabian: Burton Nights VI 1-83, S IV 420, 509ff. This motif is prominent in Romances of Chivalry.

H1221.1. *Old warrior longs for more adventure.* Refuses to rest in old age. Chauvin II 152 No. 16, 157 No. 37; cf. Tennyson's "Ulysses."

H1222. *Prince a-hunting enters on quest.* *Type 401; Missouri French: Carrière; India: *Thompson-Balys.
D659.10. Transformation to lure hunters to certain place. Usually fairy-land. N771. King (prince) lost on hunt has adventures.

H1223. *Quest to undertake feats of valor.* Irish myth: *Cross.

H1223.1. *Quest to recover one's honor through feats.* Icelandic: Boberg.

H1224. *Quest to distant king for military aid.* Africa (Fulah): Frobenius Atlantis VI 182ff. No. 4.

H1225. *Quest for a strong adversary.* India: *Thompson-Balys.

H1226. *Pursuit of rolling cake leads to quest.* Type 480; *Roberts 127; BP I 217, II 392, III 458.
D1313.12. Magic cake indicates road. Rolls ahead.

H1226.1. *Pursuit of rolling hoop leads to quest.* Hindu: Keith 196; N. A. Indian: Matthews MAFLS V 108, Goddard PaAM VIII 196 No. 3 and numerous other references in Thompson Tales 320 n. 156.

H1226.2. *Pursuit of magic arrow leads to adventures.* Hawaii: Dixon 75. D1328.1. Magic arrow flight.

H1226.3. *Pursuit of rolling golden apple leads to quest.* Type 480; *Roberts 127.

H1226.4. Pursuit of rolling ball of yarn leads to quest. Type 480; *Roberts 127.

H1227. Quest undertaken before hero will marry. Malone. PMLA XLIII 401.

H1228. Quest undertaken by hero for vengeance.

H1228.1. Quest undertaken by hero to avenge his king. Irish myth: Cross; India: Thompson-Balys.

H1228.2. Son goes out to avenge father's death. India: Thompson-Balys.

H1229. Quests voluntarily undertaken—miscellaneous.

H1229.1. Quest undertaken by hero to fulfill promises. Icelandic: *Boberg.

H1229.2. Queen writes message on stone which hero finds: he goes in search of her. India: Thompson-Balys.

H1229.3. Quest for marvelous thing seen in dream. India: Thompson-Balys.

H1230. Accomplishment of quests.

K1848.3. Substitute on quest. K2036. Helper steals object obtained at end of quest.

H1231. Large boot-supply for journey. Quest is to be so long that many boots are to be worn out. Italian: Basile Pentameronone V No. 4; N. A. Indian: *Thompson Tales 358 n. 287K.

F1015. Extraordinary occurrences connected with shoes. H241. Worn-out shoes as proof of long journey. H1125. Task: traveling till iron shoes are worn out. H1383.1. Time measured by worn iron shoes.

H1232. Directions on quest given by sun, moon, wind, and stars. *Types 425, 451; *Tegethoff 44; Spanish: Boggs FFC XC 71 No. 551, Espinosa Jr. Nos. 106, 114; India: Thompson-Balys.

N810. Supernatural helpers.

H1232.1. Directions on quest given by herdsmen (peasants). Type 432; MPh. X 625; Icelandic: *Boberg.

H1232.2. Directions on quest given by queen. Icelandic: Boberg.

H1232.2. Directions on quest given by maiden or woman in castle. Icelandic: *Boberg.

H1232.4. Directions on quest given by peasant and his wife. Icelandic: *Boberg.

H1232.5. Directions on quest given by child(ren) still in mother's womb. S. A. Indian (Chiriguano): Métraux BBAE CXLIII (3) 484.

H1233. Helpers on quest. India: *Thompson-Balys.

H970. Help in performing task. N800. Helpers.

H1233.1. Old person as helper on quest.

N825. Old person as helper.

H1233.1.1. Old woman helps on quest. Type 400, 425; English: Wells 68 (The Weddyng of Sir Gawen and Dame Ragnell); India: *Thompson-Balys; Japanese: Ikeda.

H1233.1.2. Old man helps on quest. India: *Thompson-Balys.

H1233.2. Relation as helper on quest.

H1233.2.1. Quest accomplished with aid of wife. *Type 465C; India: *Thompson-Balys.
 H336.0.1. Bride helps suitor perform his tasks.

H1233.2.2. Quest accomplished with aid of brother in disguise. Irish myth: Cross.
 N733. Accidental meeting of brothers.

H1233.3. Holy man as helper on quest.

H1233.3.1. Ascetic gives directions to hero on quest. India: Thompson-Balys.

H1233.3.2. Fakir as helper on quest. India: Thompson-Balys.

H1233.3.3. Quest accomplished with aid of prophet (sage, druid). Irish myth: *Cross; Icelandic: Boberg.
 M301. Prophets. P427.3. Advise from druid.

H1233.4. Supernatural creature as helper on quest.

H1233.4.1. Fairies as helpers on quest. Irish myth: *Cross; India: Thompson-Balys.
 H973.1. Tasks performed by fairies. N815. Fairy as helper.

H1233.4.2. Quest accomplished with aid of giantess. Icelandic: *Boberg.
 F631.5.1. Giant friendly to man. G330. Ogre's relative aids hero.

H1233.4.3. Griffin as helper on quest. India: Thompson-Balys.

H1233.4.4. Demon as helper on quest. India: Thompson-Balys.

H1233.5. Deity as helper on quest. India: Thompson-Balys.

H1233.5.1. Goddess as helper on quest. India: *Thompson-Balys.

H1233.6. Animals help hero on quest. *Type 550; Malone PMLA XLIII 44; Welsh: MacCulloch Celtic 187; Missouri French: Carrière; India: Thompson-Balys; Japanese: Ikeda.
 B571. Animals perform tasks for man.

H1233.6.1. Horse helper on quest. India: Thompson-Balys.

H1233.6.2. Bird helper (adviser) on quest. India: Thompson-Balys.

H1233.6.3. Porpoise as helper on quest. India: Thompson-Balys.

H1235. Succession of helpers on quest. One helper sends to another, who sends to another, etc. (Cf. H1241.) Types 400, 425, 516, 756B; *BP II 400; *Wesselski Archiv Orientální IV 1; Clouston Tales II 96; W. R. Halliday Indo-European Folk-Tales and Greek Legend (Cambridge, 1933) 132f.; Gaster Oldest Stories 51; Tegethoff 44; Rösch FFC LXXVII 110; *Andrejev FFC LXIX 225 n. — Irish: Cross, Beal XXI 326, O'Sullivanbain 74; Icelandic: *Boberg; Missouri French: Carrière; Italian: Basile Pentamerone Introduction, IV No. 8, V Nos. 4, 9; India: *Thompson-Balys; Japanese: Ikeda; N. A. Indian: *Thompson Tales 336 n. 211.

F145. Mountain at borders of otherworld. F571.2. Sending to the older. Old person refers enquirer to his father, who refers to his father, and so on for several generations. N826. Old person as helper.

H1235.1. Helpers on quest demand pay for advice. Chinese: Graham.

H1236. Perilous path traversed on quest. English: Wells 55 (Gawayne and the Grene Knight); India: *Thompson-Balys.
 E750.2. Perilous path for soul. F151.1. Perilous path to otherworld.
 N122.0.1. The choice of roads.

H1236.1. *Quest over path bristling with sharp points (knives, axes, etc.).*
Irish myth: Cross; Finnish: Kalevala rune 17.

H1236.2. *Quest over path guarded by dangerous animals.* Irish myth: Cross; India: Thompson-Balys; Am. Indian (Quiché): Alexander Lat. Am. 174.
F160.2. Entrance to otherworld guarded by monsters. H1408. Going without fear through a wilderness filled with all manner of beasts.

H1236.3. *Quest over path guarded by hags.* Irish myth: *Cross.

H1236.4. *Quest over path guarded by giant.* Irish myth: *Cross.

H1237. *Conjuring away obstacles on quest for lost wife.* Eskimo (Greenland): Rasmussen III 75.

H1239. *Accomplishment of quest—miscellaneous.*

H1239.1. *Prince agrees to marry a servant girl if she will help him on a quest.* Malone PMLA XLIII 400.
M200. Bargains and promises. F30. Princes.

H1239.2. *Objects of quest found in deserted castle where hero is served by unseen hands.* Type 425; Tegethoff 14. — Icelandic: Boberg. E482. Land of shades. F771.4.3. Abandoned castle.

H1239.3. *Quest accomplished by means of objects given by helpers.* Type 425; Halliday Indo-European Folk-Tales (Cambridge, 1933) 135f.

H1239.4. *Man with magic knowledge defeats his competitors in quest by misinforming them about the character of country they will be traveling (for a place where there is no water he makes them bring loads of wood; for a place where water is he makes them bring along loads of water).* India: *Thompson-Balys.
J646. Disregard advice of your enemy. K230. Miscellaneous deceptions.

H1239.5. *Seductive women attempt to divert quester.* Tuamotu: Stimson MS (z-G. 3/1174, 1386; z-G. 13/221, 1241).

H1240. *Other circumstances of quests.*

H1241. *Series of quests.* One quest can be accomplished when a second is finished, etc. (Cf. H1235.) *Type 550; BP I 503ff.; Wesselski Mönchslstein 91 No. 77; Irish myth: *Cross; Welsh: MacCulloch Celtic 187; Scotch: Campbell II 344; Icelandic: Lagerholm 58—63, 115—118, *Boberg; India: *Thompson-Balys.
H941. Cumulative tasks. Z20. Cumulative tales.

H1241.1. *Hero returning from successful quest sent upon another.* Irish myth: Cross.
K231.2. Reward for accomplishment of task deceptively withheld. M205. Breaking of bargains or promises.

H1241.1.1. *Hero returning with berries sent back to bring tree.* (Cf. H561.1.2.) Irish myth: *Cross.
H1333.3. Quest for berries from tree guarded by giants.

H1242. *Youngest brother alone succeeds on quest.* *Type 402, 471, 550, 551, 577; BP 260, 503; Irish myth: Cross; Missouri French: Carrière; India: *Thompson-Balys; N. A. Indian: Thompson CColl II 398; Chile: Pino Saavedra 402—405.
H1023.3. Task: bringing berries (fruit, roses) in winter. L10. Victorious youngest son. L50. Victorious youngest daughter. Q2. Kind and unkind.

H1242.1. *Unpromising hero succeeds in quest.* India: *Thompson-Balys.
L100. Unpromising hero (heroine).

H1243. *Riches the reward of questions solved on quests.* *Type 461;
**Arne FFC XXII 165; India: Thompson-Balys; Japanese: Ikeda.

H1244. *Forgiveness the reward of successful quest.* Icelandic: Boberg;
Africa (Zulu): Callaway 164.
E365. Return from dead to ask forgiveness.

H1245. *Quest to be accomplished in one day.* Irish myth: Cross.

H1247. *Sleep forbidden until quest is accomplished.* Irish myth: Cross.
CT35.1.2. Tabu: sleeping before task is finished.

H1248. *Object sought brings about death of assigner of quest.* Irish
myth: Cross.

H1250—H1399. Nature of quests.

H1250—H1299. QUESTS TO THE OTHER WORLD

H1250. *Quests to the other world.* *Siuts Jenseitsmotive 226—232; Irish
myth: *Cross.
F0. Journey to other world. F110. Journey to terrestrial otherworlds.
F370. Visit to fairyland. V510. Visions.

H1250.1. *Test of hero before journey to otherworld.* Irish myth: Cross.

H1251. *Quest to other world for samples of magic animals' food.* Type
471.
B100. Treasure animal.

H1252. *Quest to other world for relative.*

H1252.1. *Quest to other world for ancestor.* Babylonian: Spence 170.
F81.1. Orpheus. Journey to land of dead to bring back person from the
dead.

H1252.1.1. *Quest to the other world to receive news of ancestor.* India:
Thompson-Balys.

H1252.1.2. *Quest to the other world to learn whether father is in heaven
or hell.* India: Thompson-Balys.

H1252.2. *Quest to other world to take letters to dead relatives.* India:
Thompson-Balys.

H1252.3. *Quest for relatives sold to the otherworld.* Irish myth: *Cross.

H1252.4. *King sends hero to otherworld to carry message to king's dead
father.* *Cosquin Contes indiens 405ff.

H1254. *Journey to otherworld for magic objects.* Irish myth: Cross.

H1256. *Journey to other world to obtain a wife.* (Cf. H1381.3.1.2.) Chi-
nese: Graham.

H1257. *Quest for the location of paradise.* Jewish: *Neuman.

H1260. *Quest to the upper world.* Type 465c; India: Thompson-Balys;
Chinese: Graham; West Indies: Flowers 462.
A660. Nature of the upper world. F10. Journey to upper world.

H1261. *Quest: a crown from heaven.* BP III 268.
V520. Salvation.

H1262. *Quest: God to be brought from heaven.* Type 465c.

H1263. *Quest to God for fortune.* *Types 460A, 460B; *Aarne FFC XXIII 124, 127; West Indies: Flowers 462—466.
F12. Journey to see deity. H1289.4. Quest to see deity.

H1264. *Quest to upper world for fire.* Papua: Ker 77; Africa (Fjort): Dennett 74 No. 16.
A3415. Theft of fire.

H1265. *Quest to Paradise to get oil to anoint dying father's body.* Irish myth: Cross.

H1266. *Quest of a deity.* India: *Thompson-Balys.

H1267. *Pregnant woman craving fish sends husband to heaven after lucky fishhook.* (Cf. H936.) Samoa: Beckwith Myth 25.

H1270. *Quest to lower world.* Irish: *Cross, Beal XXI 323; Icelandic: *Boberg; India: Thompson-Balys; Tuamotu: Stimson MS (z-G.13/276).
A79. Nature of the lower world. D859.2. Quest to hell for magic objects. F80. Journey to lower world. F615.1. Strong man sent to devil's mill: driven devils to master's house.

H1271. *Quest for Cerberus in hell: to be brought to earth.* Greek: Fox 88.
A673. Hound of hell. Cerberus.

H1272. *Quest for devils in hell; hero brings them back with him.* *Type 650.

H1273. *Quest to devil for objects.*

H1273.1. *Quest to devil in hell for return of contract.* *Type 756B; BP III 465; *Plenzat Die Theophiluslegende in den Dichtungen des Mittelalters (Berlin, 1926); Irish: Beal XXI 311, O'Suilleabhall 33.
M218. Contract with the devil destroyed. S211. Child sold (promised) to devil (ogre). S250. Saving the promised child.

H1273.1.1. *Quest to hell for return of contract from deceased rich man.**Köhler-Bolte I 133; Irish: O'Suilleabhall 58.

H1273.2. *Quest for three hairs from devil's beard.* *Type 461; *Aarne FFC XXIII 126, 131.
G610. Theft from ogre. H1151. Theft as a task. P672.1. Fur made of beards of conquered kings.

H1274. *Quest in hell for three dragon feathers.* (Cf. B11.) Fb "helvede" I 589a.

H1275. *Quest for money (treasure) in hell.* Fb "gjedebuk" I 440, "helvede" I 589a; Icelandic: Egils saga ok Ásmundar 391, Boberg; Indonesian: DeVries's list 161.

H1276. *Quest to lower world for lost words.* Finnish: Kalevala rune 16.
H1386. Quest for lost object.

H1277. *Quest to confines of hell for blood of sorceress.* Welsh: MacCulloch Celtic 188.
D1711. Magician.

H1278. *Quest to devil for answer to riddle questions.* (Cf. H1282, H1283, H1284, H1292.) German: Grimm Nos. 29, 125.

H1280. *Quests to other realms.*

H1281. *Quest to Fortune to seek fortune.* *Type 460B; Aarne FFC XIII 124; India: *Thompson-Balys. Cf. Patch PMLA XXXIII 630.
N111. *Fortuna.*

H1282. *Quest to morning star for answers to questions.* Type 702*.
F18. Visit to star-world.

H1283. *Quest to moon for answers to questions.* Type 702*; S. A. Indian (Chiriguano): Métraux RMLP XXXIII 143.
F18. Visit to land of moon.

H1284. *Quest for sun for answer to questions.* *Type 460, 461; BP I 292; **Aarne FFC XXXIII 115ff.; N. A. Indian (Thompson River): Thompson CColl II 387ff.
D1311.6.3. Sun answers questions. F17. Visit to land of the sun.

H1284.1. *Quest to place where sun sets.* Chinese: Graham.

H1285. *Quest to Mother of Time for answers to questions.* Italian: Basile Pentamerone IV No. 8.

H1285.1. *Quest to bring Soma (a wizard woman) from across the seven seas to a wedding.* India: Thompson-Balys.

H1286. *Quests to fairyland.* Irish myth: *Cross.
F370. Visit to fairyland.

H1286.0.1. *Quest to fairyland at bottom of lake.* Irish myth: *Cross.
F212. Fairyland under water.

H1286.1. *Quest to fairyland for precious jewel.* Irish myth: *Cross.

H1286.2. *Quest to fairyland for magic object.* Irish myth: *Cross.

H1287. *Quest to submarine monastery.* Irish myth: *Cross.
F133.3. Submarine monastery.

H1287.1. *Quest to submerged island.* Irish myth: Cross.
F730. Extraordinary islands.

H1288. *Quest to Plain of Wonders.* Irish myth: Cross.
F156.3. Plain of Wonders.

H1289. *Quest to different other realms.*

H1289.1. *Quest to animal realm.* (Cf. B220.)

H1289.1.1. *Quest to lions', elephants', and serpents' land for green stone.* Icelandic: Boberg.

H1289.1.2. *Quest to land of snakes.* India: Thompson-Balys.

H1289.2. *Quest to Bjarmaland.* Icelandic: *Boberg.

H1289.3. *Quest to giant's land.* Icelandic: MacCulloch Eddic 91ff., Boberg.
F531.6.3. Homes of giants.

H1289.3.1. *Quest to land of cannibal giants.* India: Thompson-Balys.
G11.2. Cannibal giant.

H1289.4. *Quest to see deity.* India: *Thompson-Balys.
F12. Journey to see deity. Usually to the upper world. H1283. *Quest to God for fortune.*

H1289.4.1. *Quest for thread from lotus stalks growing on Vishnu's navel.*
India: Thompson-Balys.

H1289.5. *Quest to land where every raja dies.* India: Thompson-Balys.

H1289.6. *Quest to the world of rakshasas.* India: Thompson-Balys.

H1290. *Quests to the other world—miscellaneous motifs.*

H1291. *Questions asked on way to other world.* *Type 461; Irish: Cross, Beal XXI 318f., O'Suilleabhairn 50—52; India: *Thompson-Balys; Chinese: Graham.

H1292. *Answers found in other world to questions propounded on the way.* (Cf. H1278, H1282, H1283, H1284.) *Type 461; India: Thompson-Balys; Chinese: Graham.
N440. Valuable secrets learned.

H1292.1. *Question (propounded on quest): Why has spring gone dry?*
Answer: Animal to be removed from its water-vein. Types 460, 461; *Aarne FFC XXIII 144f.; Hdwb. d. Märchens I 345b. n. 120; Icelandic: Boberg.
F933.2. Dry spring restored by removal of certain stone.

H1292.1.1. *Question (propounded on quest): Why does no one ever drink water of two certain wells?* Answer: In their last birth they had been two Brahman women and whenever they wanted to give alms they gave only to each other. India: Thompson-Balys.

H1292.2. *Question (propounded on quest): Why does not a certain tree flourish?* Answer: Gold is hidden under it (or a serpent is under its roots). Types 460, 461; *Aarne FFC XXIII 133, 136; Hdwb. d. Märchens I 256a n. 13; Italian: Basile Pentamerone IV No. 8; India: *Thompson-Balys; Chinese: Graham; Japanese: Ikeda.
N452.1.1. Reason for withering of tree overheard in conversation of animals (demons). N500. Treasure trove.

H1292.2.1. *Question (propounded on quest): Why does no one desire to eat fruits of a certain tree?* Answer: Tree in its last birth had been a very learned man who gave his knowledge away. India: Thompson-Balys.

H1292.3. *Question (propounded on quest): Why do the live stock die?* (Various answers.) Types 460, 461; Aarne FFC XXIII 150; Japanese: Ikeda.

H1292.4. *Question (propounded on quest): How can the prince be cured?*
Answer: He must remove stone which he has spit out in the church. Types 460, 461; *Aarne FFC XXIII 142f.
C93. Tabu: trespassing sacred precinct.

H1292.4.1. *Question (propounded on quest): How can the princess be cured?* Answer: She must recover consecrated wafer which rat has stolen from her first communion. Types 460, 461; *Aarne FFC XXIII 142f.; Irish: Beal XXI 308f., O'Suilleabhairn 27f.; Japanese: Ikeda.
C55. Tabu: losing consecrated wafer. C940.1. Princess's secret sickness from breaking tabu. D1031.1. Consecrated bread as magic object. D2064.1. Magic sickness because girl has thrown away her consecrated wafer.

H1292.4.2. *Question (propounded on quest): How can snake be cured from blindness?* Answer: By giving away his gem. India: Thompson-Balys.

H1292.4.3. Question (*propounded on quest*): *How can the cripple be healed?* Answer: He must distribute his knowledge. India: Thompson-Balys.

H1292.5. Question (*on quest*): *How can the girl thus far avoided by suitors marry?* (Various answers.) Types 460, 461; Aarne FFC XXIII 149; Irish: O'Suilleabhairn 50, Beal XXI 318.

H1292.6. Question (*on quest*): *Where is the lost key?* (Various answers.) Type 460, 461; *Aarne FFC XXIII 148.

H1292.7. Question (*on quest*): *Where is the lost princess?* (Various answers.) Types 460, 461; Aarne FFC XXIII 146ff.

H1292.8. Question (*on quest*): *When will a ferryman be released from his duty?* Answer: When he is able to get out of the boat and leave the oar in another's hand. Types 460, 461; *Aarne FFC XXIII 136ff., 139; Japanese: Ikeda.

Q521.5. Penance: ferryman setting people over a stream until relieved by another.

H1292.9. Question (*on quest*): *When will a certain water-animal be freed from an annoyance?* (Various answers). Types 460, 461; *Aarne FFC XXIII 136ff.; Italian: Basile Pentamerone IV No. 8; India: *Thompson-Balys.

H1292.10. Question (*on quest*): *How can mice rid themselves of cats?* (Answer: tie on bell.) Italian: Basile Pentamerone IV No. 8.
J671.1. Belling the cat.

H1292.11. Question (*on quest*): *How can ants secure longer life?* (Answer: by doing without wings.) Italian: Basile Pentamerone IV No. 8.

H1292.12. Question (*on quest*): *Where does Bras-de-Fer (*Ver-sous-Terre*) live?* French Canadian: Sister Marie Ursule.

H1292.13. Question (*on quest*): *Have you see my prince?* French Canadian: Sister Marie Ursule.

H1292.14. Question (*propounded on quest*): *Why can't the dragon king ascend to the sky?* Chinese: Graham.

H1292.15. Question (*propounded on quest*): *Why can't the child talk or the dog bark?* Chinese: Graham.

H1292.16. Question (*propounded on quest*): *Why is the cow so severely beaten every day by her calf?* Answer: in her last birth she had been the young of her present calf and had treated it the same way. India: Thompson-Balys.

H1292.17. Question (*propounded on quest*): *Is a poor shepherd known to God?* Answer: He had been a very generous god-fearing person in his last birth and God had not forgotten him. India: Thompson-Balys.

H1292.18. Question (*propounded on quest*): *When can certain structure be finished?* Answer: When king's daughter marries. India: Thompson-Balys.

H1292.19. Question (*propounded on quest*): *How can a man and woman be freed from their annoyance?* India: Thompson-Balys.

H1292.20. Question (*propounded on quest*): *Why does kingdom go well by day and burn by night?* India: Thompson-Balys.

H1300. *Quests for the unique.*
 H1300. Riddles of the superlative. Z300. Unique exceptions.

H1301. *Quest for the most beautiful of women.* *Fb "kone" II 263a; BP II 19, 34; Irish myth: Cross; Icelandic: Boberg; French Canadian: Barbeau JAFL XXIX 21; West Indies: Flowers 466.

H1301.1. *Quest for the most beautiful bride.* Type 402; BP III 18, Fb "brud" IV 65a; Irish myth: *Cross; English: Wells 151 (Richard Coer de Lyon); Missouri French: Carrière; India: Thompson-Balys; Tumatou: Stimson MS (T-G 3/109, 3/404, z-G. 13/317); Chile: Pino Saavedra 402—405.
 H1313.1. Quest for princess caused by sight of one of her hairs dropped by a bird (or floating on river). H1381.3.1.1. Quest for bride for king.

H1301.1.1. *Quest for bride as handsome as the hero.* *Type 516; *Rösch FFC LXXVII 100.

H1301.1.2. *Quest for faraway princess.* Irish myth: *Cross.

H1301.1.3. *Hero visits all islands to see if he can find woman to rival wife's beauty.* Hawaii: Beckwith Myth 539.

H1302. *Quest for the most beautiful bouquet.* Breton: Sébillot Indidents s.v. "bouquet".

H1303. *Quest for the finest of chains.* Fb "kjæde" II 145.

H1305. *Quest for the best of bread.* Type 402; BP II 34; India: Thompson-Balys.

H1305.1. *Quest for the best of meat.* Scottish: Campbell-McKay No. 12.

H1305.1.1. *Quest for the worst of meat.* Scottish: Campbell-McKay No. 12.

H1305.2. *Quest for best-cooked dish.* India: Thompson-Balys.

H1306. *Quest for the finest of linen.* Type 402; BP II 34; *Hdwb. d. Märchen II 150b nn. 452—502; French Canadian: Barbeau JAFL XXIX 21; Spanish: Boggs FFC XC 72 No. 557, Espinosa Jr. No. 105; India: *Thompson-Balys; Chile: Pino Saavedra 402—405.

H1306.1. *Quest for best-worked handkerchief.* India: Thompson-Balys.

H1307. *Quest for the smallest of dogs.* Type 402; BP II 34.

H1308. *Quest for the finest of horses.* French Canadian: Barbeau JAFL XXIX 21.

H1311. *Quest for the richest person.* Aarne FFC XXIII 127.

H1311.1. *King seeks one richer (more magnificent) than himself.* (Cf. H1395.) English: Child I 275—283 passim, III 17n., 503f.; Pélerinage de Charlemagne; Huet 146; Thien Motive 7; Russian: Andrejev No. 650b*; India: Thompson-Balys; Chinese: Chavannes 500 Contes I 374 No. 107.

H1311.2. *Quest for bride richest and poorest.* Type 585; BP III 355.
 H1050. Paradoxical tasks. H1381.3.1. Quest for bride.

H1312. *Quest for the greatest of fools.* *Oesterley Gesta Romanorum No. 74; Herbert III 191; Christensen DF L 91.
 J1712. Numskulls quarrel over a greeting. Three men greeted by a stranger. Quarrel as to whom he greeted. "I greeted the biggest fool among you." A contest is held in which tales are told to decide which is the biggest fool.

H1312.1. *Quest for three persons as stupid as his wife.* *Type 1384; BP I 335, II 440; Christensen DF L 35.
J1701. Stupid wife.

H1313. *Quest for person who can withdraw sword.* Irish myth: Cross; India: Thompson-Balys.

H1315. *Quest for the spring of the biggest of three rivers east of Gar-dariki.* Icelandic: Boberg.

H1316. *Quest for the strongest.* Cheremis: Sebeok-Nyerges.

H1317. *Quest for ornament (jewel, etc.) to match one already at hand.* India: *Thompson-Balys.

H1318. *Liar escapes from devil: quest for greater liar.* (Cf. G303.16.19.3, K210, X905.) U.S.: *Baughman.

H1319. *Quests for the unique—miscellaneous.*

H1319.1. *Quest for only person who can cure certain sickness.* India: *Thompson-Balys.

H1319.2. *Quest for best cap.* India: Thompson-Balys.

H1319.3. *Quest for the most beautiful rug.* German: Grimm No. 63.

H1319.4. *Quest for the most beautiful ring.* German: Grimm No. 63.

H1320. *Quest for marvelous objects or animals.* *Type 550; Dickson 39, 50, 51; Irish myth: *Cross; Icelandic: *Boberg; India: Thompson-Balys.

B100. Treasure animals, F989.15. Hunt for extraordinary (magic) animal, H355. Sultor contest: finding an extraordinary object, H1154. Task: capturing animals, H1288.1. Quest to fairyland for precious jewel (magic object), N223. Man must have drinking-horn; stumble reveals one as he departs on search.

H1320.1. *Quest for magic objects.* Chinese: Graham.

H1320.2. *Quest for things seen in dream.* India: Thompson-Balys.

H1321. *Quest for marvelous water.* Jewish: Neuman; India: Thompson-Balys.

H1321.1. *Quest for Water of Life* (water which will resuscitate). *Types 550, 707; *BP II 394; MacCulloch Childhood 52ff.; Italian Novella: Rotunda; India: *Thompson-Balys; Hawaii: Beckwith Myth 72, 257. E80. Water of Life.

H1321.2. *Quest for healing water.* Missouri French: Carrière; Spanish: Boggs FFC XC 59 No. 425D, Espinosa Jr. No. 75; Arabian: Burton Nights S VI 213; India: Thompson-Balys.

D1600.1.18. Magic healing water. D1505.3. Magic water restores sight. H1324. Quest for marvelous remedy.

H1321.3. *Quest for the water of youth.* *Type 551.
D1338.1.2. Water of youth.

H1321.4. *Quest for dancing water.* Köhler-Bolte I 143; Italian Novella: Rotunda.
D1646.2. Dancing water.

H1321.5. *Quest for singing water.* *Köhler-Bolte I 118.

H1322. *Quest for marvelous pillar.*

H1322.1. *Quest for silver pillar covered with golden flowers.* India: Thompson-Balys.
 H1333.1.1. *Quest for singing tree.*

H1324. *Quest for marvelous remedy.* *Types 513, 551; BP II 394; Hdwb. d. Märchens s.v. "Fahrt nach den Heilmitteln"; Spanish: Espinosa Jr. Nos. 75, 204; Jewish: Neuman; Arabian: Burton Nights III 259, IX 204; India: *Thompson-Balys.
 D1240. Magic waters and medicines. D1506.1. Magic object heals disease. D1505.9. Magic flower restores sight. H1321.2. *Quest for healing water.*
 H1333.3.1.4. *Quest for healing apple.*

H1324.1. *Quest for magic healing lantern.* Irish myth: Cross.
 D1503.5. Magic lantern heals wounds.

H1324.2. *Quest for draught of healing.* Irish myth: *Cross.

H1331. *Quest for remarkable animal.* Irish myth: Cross; Spanish: Espinosa Jr. Nos. 140, 141; Jewish: Neuman; West Indies: Flowers 466.
 H1154. Task: capturing animals. H1154.8. Task: capturing magic horse.
 H1161. Task: killing ferocious beast. H1360. *Quest for dangerous animals.*

H1331.1. *Quest for marvelous bird.* *Type 550; BP I 503ff., III 33; India: *Thompson-Balys; Africa (Kaffir): Theal 78.
 B172. Magic bird. H1213. *Quest for remarkable bird caused by sight of one of its feathers.*

H1331.1.1. *Quest for Bird of Truth.* *Type 707; India: *Thompson-Balys.
 See all references to B131.
 B131. *Bird of truth.*

H1331.1.2. *Quest for three feathers of marvelous bird.* *Type 550; Swiss: Jegerlehner Oberwallis 299 No. 17, 304 No. 29.

H1331.1.2.1. *Quest for remarkable bird feathers.* Maori: Beckwith Myth 260, Clark 265; Marquesas: Handy 130; Tuamotu: Stimson MS (z-G. 3/1353, 13/276).

H1331.1.3. *Quest for golden bird.* *Type 550; BP I 503; Missouri French: Carrière; India: *Thompson-Balys.
 B102.1. *Golden bird.*

H1331.1.3.1. *Quest for jeweled golden cock.* India: *Thompson-Balys.

H1331.1.3.2. *Quest for golden peacock.* India: Thompson-Balys.

H1331.1.4. *Quest for speaking bird.* Makes all other birds sing with him.
 *Chauvin VII 97 No. 375 n. 2; Spanish: Espinosa Jr. Nos. 138, 141; Italian Novella: Rotunda.
 B211.3. *Speaking bird.*

H1331.1.5. *Quest for fat of water blackbirds.* Irish myth: *Cross.

H1331.2. *Quest for marvelous boar (pig).* Irish myth: *Cross.
 B184.3.1. *Magic boar.*

H1331.2.1. *Quest for purely white boar.* Irish myth: Cross.

H1331.2.2. *Quest for pig not farrowed.* Irish myth: Cross.

H1331.2.3. *Quest for pigs killed by night and revived by day.* Irish myth:
 *Cross.
 E32. *Resuscitated eaten animal.*

H1331.3. *Quest for marvelous cattle.* Irish myth: Cross; India: Thompson-Balys.
 B184.2. Magic cow (ox, bull).

H1331.3.1. *Quest for bald, white-headed cow.* Irish myth: Cross.
 B184.2.0.1. Magic white cow.

H1331.3.2. *Quest for cow with liver of tallow.* Irish myth: *Cross.

H1331.3.3. *Quest for golden calf.* India: Thompson-Balys.

H1331.4. *Quest for marvelous horse.* Irish myth: *Cross.
 B184.1. Magic horse.

H1331.4.1. *Quest for blue-eyed horse.* Irish myth: Cross.

H1331.4.2. *Quest for horse with peacock tail.* India: Thompson-Balys.

H1331.5. *Quest for marvelous goat.* Irish myth: Cross; India: Thompson-Balys.

H1331.6. *Quest for marvelous dog.* Irish myth: *Cross.
 B182.1. Magic dog.

H1331.7. *Quest for creature with a single horn mounting to heaven with single red hair on its head.* Chinese: Graham.

H1331.8. *Quest for a large-headed worm.* Irish myth: Cross (H1349.4).

H1331.9. *Quest for sheep that is a hound by night and a sheep by day.* Irish myth: Cross (H1349.5).

H1332. *Quest for marvelous parts or possessions of animals.*

H1332.1. *Quest for golden fleece.* Irish myth: *Cross; Greek: *Frazer Apollodorus I 94 n. 1.

H1332.2. *Quest for vulture's egg figured with golden letters.* Icelandic: Boberg.

H1332.3. *Quest for Gorgon's head.* Greek: Fox 33 (Perseus), *Frazer Apollodorus I 155 n. 3.
 D2061.2.1. Death-giving glance.

H1332.4. *Quest for animal with golden chain.* Irish myth: Cross; Icelandic: Boberg.

H1332.5. *Quest for magic pigskin.* Irish myth: Cross.

H1332.5.1. *Quest for oil of magic pig.* Irish myth: Cross.

H1332.6. *Quest for liver of thunder and heart of dragon.* Chinese: Graham.
 A284.2. Thunderbird. B11. Dragon.

H1332.7. *Quest for honey from the royal bee-hive.* India: Thompson-Balys.
 H335. Tasks assigned suitors.

H1333. *Quest for extraordinary plants (fruits, trees).* Bödker Exemplar 274 No. 8; Jewish: Neuman.
 F810. Extraordinary trees, plants, fruit, etc.

H1333.1. *Quest for marvelous tree.* India: *Thompson-Balys.
 F811. Extraordinary tree.

H1333.1.1. *Quest for singing tree.* *Type 425, 707; BP II 380ff.; Chauvin VII 98 No. 375; Tegethoff 11; Hdwb. d. Märchens I 205; India: *Thompson-Balys.
 D1815.1. Singing tree.

H1333.2. *Quest for extraordinary plant.*

H1333.2.1. *Quest for plant of immortality.* Babylonian: Spence 160, 178; Chinese-Persian: Coyajee JPASB XXIV 200ff.
 D1346.5. Plant of immortality.

H1333.2.2. *Quest for magic tobacco.* N. A. Indian (Seneca): Curtin-Hewitt RBAE XXXII 81 No. 2, 580 No. 117.

H1333.2.3. *Quest for extraordinary herb.* India: Thompson-Balys.

H1333.2.4. *Quest for magic rice.* India: Thompson-Balys.

H1333.3. *Quest for extraordinary fruit.* India: Thompson-Balys.

H1333.3.0.1. *Quest for rejuvenating fruit.* India: Thompson-Balys.

H1333.3.0.2. *Quest for marvelous fruit with princess inside.* India: Thompson-Balys.

H1333.3.1. *Quest for marvelous apple.* Irish myth: Cross.
 D1338.3.1. Rejuvenation by apple. F813.1. Extraordinary apple. F813.1.1. Golden apple. F813.1.2. Silver apple. F813.1.3. Copper apple. H1151.1. Task: stealing golden apples.

H1333.3.1.1. *Quest for magic apple.* (Cf. D981.1.) *Type 590; BP III 1.

H1333.3.1.2. *Quest for dancing apple.* *Köhler-Bolte I 118.
 D1546.1. Dancing apple.

H1333.3.1.3. *Quest for apple of life.* Type 590; BP I 513, II 400, III 1.
 E106. Resuscitation by magic apple.

H1333.3.1.4. *Quest for singing apple.* Köhler-Bolte I 143; Italian Novella: Rotunda; India: *Thompson-Balys.

H1333.3.1.5. *Quest for healing apple.* BP III 267; Irish myth: *Cross.
 D1500.1.5.1. Magic healing apple. H1242. Quest for marvelous remedy.

H1333.3.1.6. *Quest for apples that are under the sea.* Irish myth: Cross.

H1333.3.2. *Quest for marvelous pear.* Japanese: Ikeda.

H1333.3.2.1. *Quest for red pear.* Hdwb. d. Märchens I 256a.

H1333.3.3. *Quest for berries from tree guarded by giants.* Irish: *Cross, MacCulloch Celtic 176.
 H1150. Tasks: stealing, capturing, or slaying. H1241.1.1. Hero returning with berries sent back to bring tree.

H1333.4. *Quest for magic chestnut.* N. A. Indian (Seneca): Curtin-Hewitt RBAE XXXII 149 No. 24, 201 No. 41, 504 No. 109.

H1333.5. *Quest for marvelous flower.* India: *Thompson-Balys.

H1333.5.0.1. *Quest for flower that sends forth its fragrance for hundred miles around.* India: Thompson-Balys.

H1333.5.0.2. *Quest for flower of a tree inside the seventh of a series of forts.* India: Thompson-Balys.

H1333.5.0.3. *Quest for gold flower.* India: Thompson-Balys.

H1333.5.0.4. *Quest for wonderful but man-killing flower.* India: Thompson-Balys.

H1333.5.1. *Quest for lotus flower.* India: *Thompson-Balys.

H1333.5.2. *Quest for sarai flower.* India: Thompson-Balys.
H335. Tasks assigned suitors.

H1333.5.3. *Quest for bakali flower.* India: Thompson-Balys.

H1333.5.4. *Quest for jasmine flower.* India: Thompson-Balys.

H1333.6. *Quest for branches of tree guarded by dragon.* Irish myth:
*Cross.
B11.11. Flight with dragon. D950.0.1. Magic tree guarded by serpent
(dragon).

H1335. *Quest for the living harp.* *Type 465B.

H1335.1. *Quest for gold mouth-harp.* Fb "guldmundharpe".

H1336. *Quest for magic cauldron.* Irish myth: *Cross; Welsh: MacCulloch
Celtic 192; Icelandic: Boberg.
D117.2. Magic cauldron.

H1337. *Quest for sword of light.* Malone PMLA XLIII 433; Irish myth:
*Cross.
D1643.4. Incandescent sword.

H1337.1. *Quest for Thunder Sword.* Africa (Swahili): Büttner 113ff.

H1338. *Quest for axe which sticks in beam outside a tower.* *Fb "økse"
III 117lb.

H1341. *Quest for magic lantern.* Irish myth: Cross.
D1162. Magic light.

H1342. *Quest for magic iron rod.* Africa (Ekoi): Talbot 234.
D1254.2. Magic rod. D1470.1.25. Magic wishing-rod.

H1342.0.1. *Quest for magic wand.* Irish myth: Cross.
D1254.1. Magic wand.

H1343. *Quest for castle of jewels.* Arabian: Burton Nights V 358.
F771.1. Castle of unusual material.

H1344. *Quest for ferule to fit staff.* Irish myth: *Cross (H1317).

H1345. *Quest for magic spear (sword, etc.).* Irish myth: *Cross.

H1346. *Quest for lost magic mirror.* *Bolte Reise der Söhne Giaffers
203; India: Thompson-Balys.
H1386. Quest for lost object.

H1346.1. *Quest for stolen mirror.* *Type 434.

H1347. *Quest for comb.* Scottish: Campbell-McKay No. 22.

H1348. *Quest for marvelous gems.* Jewish: Neuman; India: *Thompson-Balys.

H1348.1. *Quest for covering that is kept in an emerald box by the well.*
India: Thompson-Balys.

H1348.2. *Quest for unpierced pearls.* India: Thompson-Balys.

H1351. *Quest for magic stone.* India: Thompson-Balys.

H1352. *Quest for magic ring.* India: Thompson-Balys.
B548.1. Animals recover lost wishing ring. Grateful cat, dog, and snake compel mouse to steal it from thief. D1076. Magic ring. H1132.1.1. Task: recovering lost ring from sea. H1386.2. Quest for missing ring.

H1353. *Quest for Life Index.* India: Thompson-Balys.
E760. Life Index.

H1355. *Quest for marvelous cloth (garment).* (Cf. H1306.)

H1355.1. *Quest for garment of spider web.* Irish myth: *Cross (H1349.1). H1021. Task: construction from impossible kind of material.

H1355.2. *Quest for beautiful saree for the queen.* India: Thompson-Balys.

H1355.3. *Quest for silken turban on tree sixteen rivers and seven seas away.* India: Thompson-Balys.

H1355.4. *Task: achieving kingship by bringing silk from bazaar.* India: Thompson-Balys.

H1355.5. *Quest for roll of cotton driven by the wind.* India: Thompson-Balys.

H1359. *Quest for marvelous objects or animals—miscellaneous.* Irish myth: Cross (H1349).

H1359.1. *Quest for marvelous golden wood for knife handle.* Icelandic: *Boberg.

H1359.2. *Quest for golden spinning equipment.* India: Thompson-Balys.

H1359.3. *Quest for great tank of Indra (god).* India: Thompson-Balys.

H1359.4. *Quest for mountain of gold.* India: Thompson-Balys.

H1359.5. *Quest for marvelous game-board.* Icelandic: *Boberg.

H1360. *Quest for dangerous animals.* Irish myth: Cross; N. A. Indian: *Thompson Tales 312 n. 126; Africa (Basuto): Jacottet 2 No. 1.
F615.2. Strong hero sent for wild animals. H1355.3. Suitor task: killing ferocious animal. H1151.6. Task: stealing elephant's tail (tusks). H1151.7. Task: stealing the two horns of a savage bull. H1154.3. Task: bridling a wild animal. H1161. Task: killing ferocious beast. H1211. Quests assigned in order to get rid of hero. H1231. Quest for remarkable animal.

H1361. *Quest for lion's milk.* *Type 590; BP III 2; *Wesselski Märchen 242 No. 53; Breton: Sébillot Incidents s.v. "lait"; Jewish: Neuman; India: Thompson-Balys.
H1212. Quest assigned because of feigned illness. Lion's milk (or the like) said to be necessary as cure; hero therefore sent on dangerous quest.

H1361.0.1. *Cubs furnish lion's (tiger's, etc.) milk to hero.* India: *Thompson-Balys.

H1361.1. *Quest for tiger's milk.* India: Thompson-Balys; Cheremis: Sebeok-Nyerges.

H1361.2. *Quest for bear's milk.* Cheremis: Sebeok-Nyerges; India: Thompson-Balys.

H1361.3. *Quest for wolf's milk.* Cheremis: Sebeok-Nyerges.

H1361.4. *Quest for wild dog's milk.* Cheremis: Sebeok-Nyerges.

H1361.5. *Quest for hare's milk.* Cheremis: Sebeok-Nyerges.

H1361.6. *Quest for cheese made from milk of wild white buffaloes.* (Cf. H1362.1.) India: Thompson-Balys.

H1362. *Quest for devastating animals.*

B16. *Devastating animals.* E263. Adulteress returns from dead as devastating dragon. G346. *Devastating monster.*

H1362.1. *Quest for devastating buffaloes.* India: Thompson-Balys.

H1363. *Quest for wonderful but vicious horse.* India: Thompson-Balys.

H1364. *Quest for demon-owned cows.* India: Thompson-Balys.

H1370. *Miscellaneous quests.*

H1371. *Impossible quests.* N. A. Indian: *Thompson Tales 313 n. 126b.

H1010. *Impossible tasks.* Q512. *Punishment: performing impossible task.*

H1371.1. *Quest for the world's end.* BP I 231.

H1371.1.1. *Quest for place where sun comes up.* Africa (Swahili): Büttner 113ff.

H1371.2. *Quest for the bottom of the sea.* *Chauvin VII 83 No. 373bis n. 3.

H1371.3. *Quest for tears shed into the sea.* Finnish: Kalevala rune 41.

H1371.4. *Quest for ornaments bride has worn in former birth.* India: Thompson-Balys.

H1376. *Allegorical quests.*

H1376.1. *Quest: learning what death is.* *BP I 29.

H1400. *Fear test.* Z111. *Death personified.*

H1376.2. *Quest: learning what fear is.* *Type 326; BP I 22; Fb "raed".

H1440. *The learning of fear.*

H1376.2.1. *Quest: learning what fear of Death is.* Italian Novella: *Rotunda.

Z111. *Death personified.*

H1376.3. *Quest: learning what anger is.* (Cf. H1394.) BP I 37.

H1376.3.1. *Quest for the anger of God.* Man is so fortunate that people say that he has everything but the anger of God. He seeks it and finds it with much misfortune. *Wesselski Märchen 241 No. 50.

H1376.4. *Quest for bag of truths (lies).* Types 513, 570; BP III 267ff., 273. H1045. *Task: filling a sack full of lies (truths).* J163.2. *Man to bring wife a purse full of sense.*

H1376.5. *Quest for trouble.* Lithuanian: Balys Index No. 871*; Chinese: Chavannes 500 Contes I 384 No. 113; West Indies: Flowers 466—470.

H1376.6. *Quest for happiness.* Gesta Romanorum No. 101.

J136. *Crow inspects the three worlds in search of happiness.*

H1376.7. *Quest for immortality.* Róna-Sklarek Ungarische Volksmärchen (Leipzig, 1909) No. 1; Babylonian: Gilgamesch-Epos.

H1376.8. *Quest for wisdom.* India: Thompson-Balys; Chinese: Graham.

H1376.9. *Quest for luck.* India: Thompson-Balys.

H1377. Enigmatical quests.

H560. Enigmatic statements.

H1377.1. Quest for glass of all waters. (Sea water.) Spanish: Boggs FFC XC 105 No. 860.

H1377.2. Quest for bouquet of all flowers. (Beehive.) Spanish: Boggs FFC XC 105 No. 860.

H1377.3. Quest for the hazelnuts of ay, ay, ay. (Brings hazelnuts with thorns so that the king cries "Ay, ay, ay" when he takes them.) Spanish: Boggs FFC XC 105 No. 860; Jewish: bin Gorion Born Judas² III 114, *Neuman; West Indies: Flowers 470.

H1185. Task: preparing the food "Oh my". (Needle put in food which causes eater to say "Oh My!".)

H1377.4. Quest for dusty cloth. (Barren woman assigns quest. Dusty cloth is one made dusty by the feet of a child.) India: Thompson-Balys.

H1378. Paradoxical quests. (Cf. H1050.)

H1378.1. Quest for wood neither crooked nor straight. (Sawdust.) Scottish: Campbell-McKay No. 25.

K186. Deceptive bargain with ogre: buying trees. Trees to be neither straight nor crooked.

H1378.2. Quest for king's joy and woe. (King tells of adventures in which his brothers are all killed. They were a joy to him but their death a woe.) Scottish: Campbell-McKay No. 17.

H1381. Quest for unknown person.

D647. Transformation to see lost (or unknown) person.

H1381.1. Quest for unknown parents. Dickson 25, 183; Irish myth: Cross; India: Thompson-Balys; Chinese: Graham.

H1381.2. Quest for unknown father. India: *Thompson-Balys.
NT31. Unexpected meeting of father and son.

H1381.2.1. Woman seeks unknown father of her child. *Type 551; BP II 394ff.; Icelandic: Boberg; Missouri French: Carrière; India: Thompson-Balys; S. A. Indian (Chiriquano): Métraux BBAE CXLIII (3) 484; (Tupinamba): Métraux BBAE CXLIII (3) 132.

T645. Paramour leaves token with girl to give their son.

H1381.2.1.1. Quest for unknown, vanished beloved. Icelandic: Hálfdanar saga Eyst. ch. VIIIf., Boberg.

H1381.3. Quest for unknown woman.

H1381.2.2. Child seeks unknown parent.

H1381.2.2.1. Son seeks unknown father. *Type 707; BP II 380ff.; Irish myth: *Cross; English: Wells 134 (Sir Degare); India: Thompson-Balys; Marquesas: Handy 61, 131; Hawaii: Beckwith Myth 86, 514, 479; Tonga: Gifford 112.

NT31. Unexpected meeting of father and son. P233. Father and son.

H1381.2.2.1.1. Boy twitted with illegitimacy seeks unknown father. *Type 873; *Chauvin V 72 No. 21 n. 1; **Potter Sohrab and Rustem 9ff.; Irish myth: Cross; Spanish: Espinosa Jr. No. 139; Hawaii: Beckwith Myth 263.

H1381.2.2.2. Child seeks unknown mother. Maori: Beckwith Myth 481.

H1381.2.2.2.1. Boy twitted with illegitimacy seeks unknown mother. Chinese: Graham.

H1381.3. Quest for unknown woman. (Cf. H1385, M55.)

H1381.3.1. Quest for bride. India: Thompson-Balys.

D647.2. Transformation to eagle so as to scour country for woman as bride for king. D1814.1.3. Magic arrow shot to determine where to seek bride. H1213.1. Quest for princess caused by sight of one of her hairs dropped by a bird. H1301.1. Quest for the most beautiful bride. H1311.2. Quest for bride richest and poorest. T11. Falling in love with person never seen.

H1381.3.1.1. Quest for bride for king (prince). *Type 531; *Schoepperle I 188 n. 3; Thien Motive 7; BP III 18; Irish myth: *Cross; Icelandic: Bósa saga 49, *Boberg; Hindu: Tawney I 380; India: *Thompson-Balys; Indonesian: De Vries's list No. 218.

T51. Wooing by emissary. T11.1.1. Beauty of woman reported to king causes quest for her as his bride. T64. King seeks bride only because counsellors insist. T89.1. One hundred brothers seek one hundred sisters as wives.

H1381.3.1.1.1. Quest for bride for king like picture he has seen. (Cf. H1381.3.1.2.1.) India: *Thompson-Balys.

T11.2. Love through sight of picture.

H1381.3.1.2. Quest for bride for oneself. Type 585; BP III 355; Fb "hár" I 771b; Dickson 184; Irish myth: *Cross; Finnish: Kalevala runes 5, 11; Italian: Basile Pentamerone V No. 9; India: *Thompson-Balys; Chinese: Graham; Tuamotu: Stimson MS (T-G. 3/900); N. A. Indian (Ojibwa): Thompson CColl II 403.

D1814.1.3. Magic arrow shot to determine where to seek bride. H1206. Journey to otherworld to obtain a wife. H1311.2. Quest for bride richest and poorest. T10. Falling in love.

H1381.3.1.2.1. Quest for unknown woman whose picture has aroused man's love. (Cf. H1381.3.1.1.1.) Icelandic: Boberg; India: Thompson-Balys (T11.2).

H1381.3.1.2.2. Quest for girl hero has seen in dream. India: *Thompson-Balys.

T11.3. Love through dream.

H1381.3.1.2.3. Quest for dangerous maiden as bride. India: Thompson-Balys.

H1381.3.1.3. Quest for bride for dwarf. Irish myth: Cross.

H1381.3.2. Quest for Glass Princess. India: Thompson-Balys.

H1381.3.3. Quest for clever woman. DeVries FFC LXXIII 43ff.

H1381.3.4. Quest for princess transformed into skein of silk. Fb "silke" III 204a.

D284. Transformation: man (woman) to skein of silk.

H1381.3.5. Quest for woman exactly like another. Irish myth: Cross. F557. Persons identical in appearance.

H1381.3.6. Quest for persecuted woman. Irish myth: Cross.

H1381.3.7. Quest for princess hidden by father. India: Thompson-Balys.

H1381.3.8. Quest for queen of fairies. India: *Thompson-Balys.

F252.2. Fairy queen.

H1381.4. *Quest for son of sinless couple.* Irish myth: Cross.

H1381.5. *Hero seeks his equal.* (Cf. H1311.1.) Icelandic: Boberg.

H1381.6. *Quest for unknown son.* Icelandic: Boberg.
P223. Father and son.

H1381.7. *Quest for unknown bridegroom who has certain name and is only son among seven children of father.* India: Thompson-Balys.

H1382. *Quest for unknown objects or places.* Kittredge Gawain 5ff.

H1382.1. *Quest for unknown magic words.* Hero seeks them on the heads of swallows, the necks of swans, the backs of geese, and the tongues of reindeer. Finnish: Kalevala rune 16.
D1273. Magic formula.

H1382.2. *Quest for unknown story (epic).* Irish myth: *Cross.

H1382.2.1. *Quest for unknown lines of poem.* Irish myth: Cross.

H1382.3. *Quest for unknown wonder.* Irish myth: Cross.

H1383. *Quest for unknown animal.* Irish myth: Cross.

H1383.1. *Quest for unknown puppy-hound.* Irish myth: Cross.

H1385. *Quest for lost persons.* India: Thompson-Balys; Chinese: Graham.
D647. Transformation to seek lost (or unknown) person. M151.8. Vow not to eat until lost son is found. R150. Rescuers.

H1385.0.1. *Unspelling quest: journey to disenchant (free) captives.* Irish myth: *Cross.

H1385.1. *Quest for stolen princess.* *Types 301, 408, 506; Aarne FFC XXIII 126; Irish myth: Cross; Icelandic: *Boberg; India: *Thompson-Balys.
R111. Rescue of captive princess.

H1385.2. *Quest for vanished daughter.* Irish myth: *Cross; Greek: *Frazer Apollodorus I 34 n. 3; Hindu: Tawney II 166; West Indies: Flowers 470f.

H1385.3. *Quest for vanished wife (mistress).* *Type 400; Irish myth: *Cross; Icelandic: *Boberg; Hindu: Tawney I 407ff.; India: *Thompson-Balys; Chinese: Graham; Oceanic: Dixon 70—72 (New Zealand, Mangala, Nieuw, Chatham Island, Hawaii, New Britain, Admiralty Islands), 139 (New Hebrides), 220 (Indonesia), DeVries's list No. 221 (Indonesia); Eskimo (Greenland): Rasmussen I 222, III 75, Rink 145, (West Hudson Bay): Boas BAM XV 180.
B540.0.1. Animal helps on quest for vanished wife. C932. Loss of wife (husband) for breaking tabu. R151.1. Husband rescues stolen wife.

H1385.3.1. *Quest for vanished wife and son.* Husband seeks wife and son in many countries. Nouvelles de Sens No. 12.

H1385.4. *Quest for vanished husband.* *Types 425, 890; Tegethoff 42; Icelandic: Boberg; Italian: Basile Pentamerone V Nos. 3, 4; India: *Thompson-Balys; Oceanic: Beckwith Myth 169ff.
C932. Loss of wife (husband) for breaking tabu.

H1385.4.1. *Quest for husband who has been reincarnated as cat.* India: Thompson-Balys.
E611.5. Man reincarnated as cat.

H1385.5. *Quest for vanished lover.* (Cf. H1381.2.1.1.) *Type 432; Irish myth: *Cross; Missouri French: Carrière; Spanish: Boggs FFC XC 59, 61 Nos. 425D, 445A; Italian: Basile Pentamerone II No. 2; India: Thompson-Balys.

H1385.6. *Quest for lost sister.* Type 47; Irish myth: *Cross; Icelandic: *Boberg; India: *Thompson-Balys.
D647.1. Faithful brother transforms self to deer to seek sister.

H1385.7. *Quest for lost father.* (Cf. H1216.) Irish myth: Cross; Icelandic: Boberg; India: *Thompson-Balys.
R154.2. Son rescues father.

H1385.7.1. *Quest for lost grandfather.* India: Thompson-Balys.

H1385.8. *Quest for lost brother(s).* Lithuanian: Balys Index No. 452*; Cheremis: Sebeok-Nyerges; German: Grimm Nos. 9, 25, 49, 60, 85, 96; India: *Thompson-Balys.
R155. Brothers rescue brothers.

H1385.9. *Quest for lost (stolen) family.* Irish myth: *Cross.

H1385.10. *Quest for lost prince (king).* India: *Thompson-Balys.

H1385.11. *Quest for lost uncles.* India: Thompson-Balys.

H1385.12. *King in quest of his prime minister who has left him in anger.* India: Thompson-Balys.

H1386. *Quest for lost object.* Missouri French: Carrière.
H132.1. Task: recovering lost objects from the sea. H1276. Quest to lower world for lost words. H1346. Quest for lost magic mirror. H1352. Quest for magic ring.

H1386.1. *Quest for lost horn.* Icelandic: Boberg.

H1386.2. *Quest for missing ring.* Fb "ring" III 61a; Irish myth: Cross; India: Thompson-Balys.
H1352. Quest for magic ring.

H1386.3. *Quest for lost bird.* *Type 480; Roberts 131.

H1386.4. *Quest for lost ecclesiastical rule.* Irish myth: Cross (H1382.3).

H1388. *Quest: answer to certain question.* DeVries FFC LXXIII 43ff.; Irish myth: *Cross; Icelandic: Boberg.
C651. The one compulsory question: hero must ask the meaning of the strange sights he sees; else the Fisher King will not be healed. T2. The relative pleasures of love. Do men or women have the greater pleasure in sexual intercourse.

H1388.1. *Question: What is it women most desire.* Answer: Sovereignty. English: Wells 68 (The Weddyng of Sir Gawen and Dame Ragnell), Child I 289—294, Chaucer's "Wife of Bath's Tale."

H1392. *Quest for armor from a grave mound.* Icelandic: *Boberg.
E461. Fight of revenant with living person.

H1392.1. *Quest for gold from a grave mound.* Danish: Kristensen Dan-ske Sagn I (1892) 153, 160, 165, 355ff., (1928) 107, 115, 117, 231ff.; Icelandic: *Boberg.

H1393. *Quest to distant sage for advice.* *Wesselski Arlotto II 240 No. 133.
J152. Wisdom (knowledge) from sage.

H1394. *Quest for person who has not known sorrow.* Clouston Tales II 323ff.

H1376.3.1. *Quest for anger of God.* N135.3. *The luck-bringing shirt.* N135.3.1. *Feast for those who have not known sorrow.*

H1395. *Heroes seek judgment as to which is greatest.* (Cf. H1311.1.) Irish myth: *Cross.

F632.2.1. "The champion's portion".

H1396. *Quest for light-giving child.* India: Thompson-Balys.

H1397. *Quest for enemies.*

H1397.1. *Quest for witch stepmother.* (Cf. S31.) Icelandic: Boberg.

H1397.2. *Quest for enemy's children.* Icelandic: *Boberg.

H1400—H1599. Other Tests.

H1400—H1449. TESTS OF FEAR

H1400. *Fear test.* A person is put to various tests in the attempt to make him show fear. Type 326; *BP I 22ff.; Irish myth: *Cross; Missouri French: Carrière; Japanese: Ikeda.

D135.4.1. Girl disenchants animal husband by enduring his embraces without fear. H1376.2. Quest: learning what fear is. N363.5. Tabu: fear of threatening animals while treasure is being raised. Q82. Reward for fearlessness. Q82.1. Snake helps girl who permits it to wind itself around her body.

H1401. *Deity assumes frightful guises to frighten child.* India: *Thompson-Balys.

H1401.1. *Chief of dead assumes frightful guises to frighten visitors.* New Guinea: Beckwith Myth 508, 512.

H1401.2. *Ogress assumes frightful guises to frighten messengers.* Hawaii: Beckwith Myth 174, 194.

H1405. *Fear test: behaving as if enemy is coming in order to see who will flee and who will stay and fight.* Icelandic: *Boberg.

H1406. *Suitor tested by apparent threats to his person.* Heptameron No. 16.

H310. Suitor tests.

H1407. *Fear test: serpent put in flour so that fearless youth kneads it into the dough.* Icelandic: Boberg.

H1515.3. Test: food with thorns. Hero given food in which thorns are hidden.

H1408. *Test: going without fear through a wilderness filled with all manner of beasts.* India: Thompson-Balys.

F150.2. Entrance to other world guarded by monsters (or animals). H1236.2. Quest over path guarded by dangerous animals.

H1410. *Fear test: staying in frightful place.*

H1411. *Fear test: staying in haunted house.* Type 326; Irish: Cross, O'Suilleabhairn 53, Beal XXI 319; England: Baughman; North Carolina: Brown Collection I 686; India: Thompson-Balys; Japanese: Ikeda; Eskimo (Greenland): Rasmussen II 73.

E281. Ghosts haunt house. F711.8. Phantom house: disappears at dawn. G369.5. Ogre (demon) with long arm (demon hand) which is thrust down chimney (through door, etc.). G261.1. Witch steals child with hand through chimney.

H1411.1. *Fear test: staying in haunted house where corpse drops piecemeal down chimney.* Dead man's members call out to hero, "Shall we fall, or shall we not?" *Type 326; *Taylor MPh XVII 321 n. 1; Scott "Marmion" note H; BP I 30 n. 1; Köhler-Bolte I 130; Fb "meneske" II 577b; Cape Verde Islands: Parsons MAFLS XV (1) 241 n. 1.

E373.1. Money received from ghosts as reward for bravery. A voice says: "I am letting it fall". The man: "Let it." Money falls to the ground.

H1411.1.1. *Fear test: staying in haunted house where horse carcass drops down chimney.* *Taylor MPh XVII (1919) 321 n. 1; Scott "Marmion" Note H; Finnish: Aarne FFC XXXIII 41 No. 46**.

H1411.2. *Fear test: staying in haunted house infested by cats.* Type 326; BP I 22ff.; Irish myth: *Cross.

B16.1.1. Monster cat devastates country.

H1411.2.1. *Fear test: night watch with magic cats.* Irish myth: Cross.
B181.1. Magic cat.

H1411.3. *Fear test: staying in enchanted castle at night where the devil gives a moral speech and prophesies.* Icelandic: Boberg.

H1411.4. *Fear test: spending night in house (hall) haunted by demon (monster).* Irish myth: *Cross.

H1412. *Fear test: spending night in church.* Fb "kirke" II 126a.
E283. Ghosts haunt church.

H1412.1. *Fear test: going into the church at night and ringing the bell.* German: Grimm No. 4.

H1415. *Fear test: staying under gallows at night.* Type 326; Norwegian: Christiansen Norske Eventyr 42.
E274. Gallows ghost.

H1416. *Fear test: spending night by grave.* Fb "først" I 404; Jewish: Neuman.

E173. Churchyard ghosts. H1460. Test: vigil at tomb. N78. Ghoulish wager won. N384.2. Death in the graveyard: person's clothing is caught; he thinks something awful is holding him and dies of fright.

H1418. *Fear test: taking boy to frightful enemy's tent.* Icelandic: Boberg.

H1420. *Fearless traffic with devils.*

H1421. *Fear test: playing cards with devil in church.* Type 326; BP I 22f.; Christiansen Norske Eventyr 42.
E756.2. Soul won from devil in card game.

H1421.1. *Hero plays skittles with demons.* German: Grimm No. 4.

H1422. *Fear test: cutting devil's fingernails.* Type 326; BP I 22ff.; Christiansen Norske Eventyr 42.
K1111. Dupe puts hand (paws) into cleft of tree (wedge, vise).

H1423. *Fear test: fighting with spirits.* Irish myth: *Cross.
F400. Spirits and demons. F365. Amazons.

H1423.1. *Fear test: passing through door guarded by savage hound and armed soldier.* Irish myth: Cross.

H1423.2. *Fear test: undergoing terrifying experience out of doors on Hallowe'en.* Irish myth: Cross.

H1423.3. *Fear test: bringing from a hill, seized by a demon, the fattest of goats.* India: Thompson-Balys.

H1430. Fearless traffic with ghosts.
E371. Ghostly barber.

H1431. Fear test: stealing clothes from ghosts. Type 326; BP I 34 n. 1.
E226.1. Return from dead to demand clothing stolen from grave.

H1432. Fear test: playing game with reassembled dead man. (Cf. H1411.1, H1421.) Type 326; BP I 22ff.
E494. Ball game in lower world. P203. Game with ancestors' bones.

H1434. Fear test: eating and drinking from skulls. Irish myth: Cross;
Spanish: Boggs FFC XC 47 No. 326.
Q491.5. Skull used as drinking cup.

H1435. Fear test: fetching skulls from a charnel house. Swiss: Jeger-lehner Oberwallis 324 No. 146.

H1436. Fear test: keeping goal in hurling-match for corpses. Irish: Read FL XXVII 277f., Knortz Irlandische Märchen (Zürich, 1886) 23.

H1440. The learning of fear. Missouri French: Carrière; Japanese: Ikeda. H1376.2. Quest: learning what fear is.

H1441. Fearless hero frightened by being awakened with cold water. Type 326.

H1441.1. Fearless hero frightened by being awakened by eels put down his back. Type 326.

H1450—H1499. TESTS OF VIGILANCE

H1450. Vigilance test.
V32.2. Continuous prayer sustains man through frightful vigil.

H1450.1. Waking contest. Type 513; *DeVries FFC LXXIII 311 n. 2; N. A. Indian: *Thompson Tales 314 n. 137.
K51. Waking contest won by deception.

H1451. Test: speechless vigil in church. Wesselski Mönchslstein 101 No. 86; cf. Type 307.

H1460. Test: vigil at tomb.
D741.3. Silence under punishment breaks power of enchantment. E62. Resuscitation by vigil at tomb. E251.1. Vampire's power overcome by endurance and prayer. E251.2.1. Vampire brought to life through endurance of punishment by her victim. H146. Fear test: spending night by grave.

H1461. Test: sitting up with corpse. Wake. Type 480; *Roberts 177.
E421. Precautions at funeral. V80. Funeral services.

H1462. Vigil for dead father. *Type 530; *BP III 111 n. 3; Rumanian: Schullerus FFC LXXVIII No. 365B*.
D835.1. Magic object acquired as reward for vigil.

H1462.1. Vigil for dead father: youngest son alone endures frightful experiences. Ceiling, floors, and walls knock together. Spanish: Boggs FFC XC 42 No. 302A*.
H1410. Fear test: staying in frightful place.

H1463. Three-night watch over grave to guard man from devil. *BP III

420; Scotch: Campbell Tales I 220; Lithuanian: Balys Index No. 3365, Legends Nos. 693—697, 700f.; Spanish: Espinosa Jr. No. 201.
E752.1.1. Devil in disguise hunts souls.

H1470. Other vigilance tests.

H1471. Watch for devastating monster. Youngest alone successful. *Types 301, 550; BP I 503, *514; MacCulloch Childhood 350; *Hdwb. d. Märchens I 207b; Irish: MacCulloch Celtic 148f., *Cross; India: *Thompson-Balys; N. A. Indian: Thompson CColl II 334ff.

G346. Devastating monster. Lays waste to the land. K1045.2. Dupe persuaded to rub salt on wounds. L0. Victorious youngest child.

H1471.1. Watch for thieves in the king's garden. India: Thompson-Balys.

H1472. Test: sleeping by princess three nights without looking at her or disturbing her. *Type 400; BP II 335ff.

C110. Tabu: Sexual intercourse. H1556.4.1. Lover's fidelity tested by going to bed with mistress and only kissing. T350. Chaste sleeping together.

H1480. Accomplishment of vigilance test.

H1481. Thumb cut and salt put on it in order to remain awake. Köhler-Bolte I 561; India: *Thompson-Balys.

D1978. Waking from magic sleep.

H1482. Dirk stuck into thigh in order to keep from sleeping. Japanese: Mitford 245ff.

H1483. Grains slowly munched in order to keep from sleeping. (Cf. H1471.) India: Thompson-Balys.

H1484. Continual pricking with pin in order to remain awake. Irish myth: Cross.

D1960. Magic sleep.

H1484.1. Large fire and water for washing eyes as device of expectant lover. Irish myth: *Cross.

H1500—H1549. TESTS OF ENDURANCE AND POWER OF SURVIVAL

H1500. Tests of endurance.

H1501. Endurance test: long dancing. Girl tires out many partners. English: Child II 102—110, IV 214f.; West Indies: Flowers 471.

H1502. Test: enduring hardship. Tested by making girl serve woman who has leprosy, etc. Jewish: Neuman; Africa (Angola): Chatelain 43ff. No. 1.

H1503. Endurance test: scalding mush scattered on heroine's naked body; rasp-tongued dogs lick wounds. N. A. Indian (Iroquois): Alexander N. Am. 35.

H1504. Test: sleeping naked on floor in cold. (Suitor test.) India: Thompson-Balys.

H301. Excessive demands to prevent marriage. H1541. Contest in enduring cold.

H1505. Test: sewing clothes into boy's hands and tearing them off together with the skin. Icelandic: Boberg.

H1518. Poisoned clothing test.

H1506. Endurance test: hero maintains silence in the snake pit. Icelandic: Boberg.

D1758. Disenchantment by maintaining silence. D1741.3. Silence under punishment breaks power of enchantment.

H1507. Hero pursues and kills fugitive in spite of bleeding wounds. Icelandic: Boberg.

H1508. Test: long praying.

H1508.1. Test: repeating incantation continuously for months. India: Thompson-Balys.

H1510. Tests of power to survive. Vain attempts to kill hero. *Types 461, 516, 930; *Rösch FFC LXXVII 120ff.; Chauvin VIII 145 No. 145C; *Oesterley No. 20; *Herbert III 198. — Icelandic: Boberg; French Canadian: Barbeau JAFL XXIX 22; India: *Thompson-Balys; Chinese: Graham; S. A. Indian (Central Brazil): Ehrenreich International Congress of Americanists XIV 662; Africa: Werner African 214, (Ekoi); Talbot 203.

F615. Strong man evades death. Vain attempts to kill him. F832.2. Sword of Damocles. Sword hung on thin thread immediately above person. F642.2.1. Perilous trap bridge, High in center. One end rises when one steps on it and throws him backwards. G311. Old man of the sea. Bury-woman. G313. Procrustes. Monster makes men fit his bed. G321. Cliff-ogre. Kills victim over cliff. G321.1. Pusher-into-hole. G322. Piercer of souls: fishes men. G327. Swinging ogre. G328. Rectum snakes. G331. Pot-tilter. G332. Sucking monster. G333. Path between monsters. G341. Sharp-elbowed women. G345. Man with fire moccasins. H931. Tasks assigned in order to get rid of hero. H1211. Quest assigned in order to get rid of hero. K735.1. Mats over holes as pitfalls. K736. Snapping door. Traps victim. K800. Fatal deception. K956. Various kinds of treacherous murder. K1616.1. Marooned egg-gatherer. K1617. Substituted arrows. K1618. Deceiver in swinging contest killed. K2015. Child adopted by rich man in order to get rid of him. M312.1. Prophecy: wealthy marriage for poor boy. M343. Parricide prophecy. In spite of all attempts to thwart the fates, the child kills his father. S110. Murders. S401. Unsuccessful attempts to kill person in successive reincarnations (transformations).

H1511. Heat test. Attempt to kill hero by burning him in fire. Type 513; German: Grimm No. 71; Finnish: Kalevala rune 31; Chinese: Graham; N. A. Indian: *Thompson Tales 311 n. 120; Africa (Basuto): Jacottet 72 No. 11.

D1841.3. Burning magically evaded. H1542. Contest in enduring heat. H1576.2. Test of skill for a fakir: heating iron and passing it through hands without burning them. K800. Fatal deception. K955. Murder by burning. K1735. Ogre made to believe that hero has withstood fire. S112. Burning to death.

H1511.1. Heat test: swallowing red-hot stones. N. A. Indian: *Thompson Tales 312 n. 120c.

H1511.1.1. Test: swallowing heated brass and iron ornaments. Chinese: Graham.

H1511.2. Burning food test. Attempt to kill hero by feeding him burning food. N. A. Indian: *Thompson Tales 312 n. 120b.
S112.5. Murder by feeding on over-hot food.

H1511.3. Smoke test. Attempt to kill hero by smoke. N. A. Indian: *Thompson Tales 312 n. 120a.

H1511.4. Smoking test. Attempt to kill hero by having him smoke fatal pipe. N. A. Indian: *Thompson Tales 330 n. 191d.
K528.1. Substitute smoker.

H1512. Cold test. Attempt to freeze hero to death. *Type 513; Icelandic: Boberg.

D244.2. Contest of heat and cold. F685. Marvelous withstander of cold. H1541. Contest in enduring cold.

H1515. Poisoned food test. Attempt to kill hero by feeding him poisoned food. Type 516; *Rösch FFC LXXVII 123; Hertz Gesammelte Abhandlungen "Die Sage vom Giftmädchen"; BP I 42ff.; Herrmann Saxe II 139; India: *Thompson-Balys; N. A. Indian: *Thompson Tales 314 n. 140.

F582. Poison damsel. K800. Fatal deception. K2369.12. Poisoned food sent to enemy camp.

H1515.1. Attempt to poison by druids. Irish myth: *Cross.

H1515.2. Poisoned drink test. Attempt to kill saint by giving him poisoned drink. Irish myth: Cross.

H1515.3. Test: food with thorns. Hero given food in which thorns are hidden. India: Thompson-Balys.

H1407. Fear test: serpent put in flour so that fearless youth kneads it into the dough. K995.5. Thorns planted so that birds are killed when they light on field.

H1516. Poisoned clothing test. Attempt to kill hero by poisoning clothing. *Type 516; *Rösch FFC LXXVII 124.

D1402.5. Nessus-shirt. H1305. Test: sewing clothes into boy's hands and tearing them off together with the skin.

H1517. Test: bite of poisonous snake. India: Thompson-Balys.

H1521. Clam test. Hero is sent to capture a giant clam, so that he can be killed. N. A. Indian: *Thompson Tales 313 n. 130.

H1522. Killing trees threaten hero. India: *Thompson-Balys; Tahiti: Dixon 64; N. A. Indian: *Thompson Tales 322 n. 160.

H1522.1. Bent tree test. Bent tree is released so as to tear hero to pieces. Greek: Fox 98 (Theseus); Oceanic: Dixon 321 n. 71.

G334. Pine bender. Kills victims by springing tree. K1112. Bending the tree. S135. Murder by springing bent tree.

H1525. Clashing rocks test: hero to pass between them. S. A. Indian (Tupinamba): Métraux BBAE CXLIII (3) 132.

D1563. Symplegades. G333. Path between monsters.

H1531. Spine test. Attempt to kill hero by throwing him on sharp spine or spike. N. A. Indian: *Thompson Tales 324 n. 168.

K1116. Dupe persuaded to sit on sharp stones (concealed as soft seat).

H1531.1. Test: dancing on sharp instruments. India: Thompson-Balys.

H1531.2. Vain attempt to kill hero on stairway set with razors. Spanish Exempla: Keller.

H1532. Wedge test. Hero is caught in cleft of tree. N. A. Indian: *Thompson Tales 313 n. 129.

D1564.5. Magic cranberry opens wedge and frees hero. K1111. Dupe puts hand (paws) into cleft of tree (wedge, vise).

H1533. Hanging test. Unavailing attempt to kill hero by hanging. Irish: O'Suilleabhair 44, 50, Beal XXI 316, 318; Finnish: Kalevala rune 31. S113.1. Murder by hanging.

H1534. Plank test. Attempt to kill hero by letting plank fall on him. Spanish: Boggs FFC XC 47 No. 325A*.

H1535. *Precipice test.* Hero is pushed over a precipice. Irish myth: Cross; N. A. Indian: *Thompson Tales 312 n. 122, (California): Gayton and Newman 95; Africa (Basuto): Jacottet 72 No. 11.

H1535.1. *Pit test.* Hero thrown into pit. Africa (Benga): Nassau 217 No. 33, (Basuto): Jacottet 72 No. 11.
 G321.1. Pusher-into-hole. K1601. Deceiver falls into his own trap (literally). S146. Abandonment in pit.

H1536. *Toboggan test.* Attempt to kill hero on dangerous toboggan. N. A. Indian: *Thompson Tales 326 n. 173.

H1537. *Test: playing game with ferocious beast.*

H1537.1. *Bear demands that heroine play Blindman's Buff.* Type 480; *Roberts 175.

H1538. *Drowning test.* Unavailing attempt to drown hero. Irish myth: *Cross; Icelandic: *Boberg; Finnish: Kalevala rune 31; Eskimo (Greenland): Rasmussen III 85; N. A. Indian: *Thompson Tales 312 n. 124.

H1540. *Contests in endurance.* India: Thompson-Balys.
 K50. Endurance contest won by deception.

H1541. *Contest in enduring cold.* Icelandic: Boberg.
 D2144.2. Contest of heat and cold. H1504. Test: sleeping naked on floor in cold. H1512. Cold test.

H1541.1. *Contest in enduring cold: frost and the hare.* Hare tries to deceive frost by lying on frozen snow and saying, "Oh, how warm!" Type 71; Dh III 23.
 K1700. Deception through bluffing.

H1541.2. *Contest in enduring cold: wind overcomes frost.* Type 1097*.

H1542. *Contest in enduring heat.* Hdwb. d. Märchens I 194a n. 14; Icelandic: *Boberg; Melanesia: Wheeler 66.
 D1841.3. Burning magically evaded. H1511. Heat test.

H1542.1. *Contest in crossing river of fire.* India: Thompson-Balys.

H1543. *Contest in remaining under water.* (Cf. H1538.) Jewish: Neuman; Africa (Madagascar): Renel I 168ff. No. 30.
 F639.2. Mighty diver. K18. Diving match won by deception.

H1544. *Contest in enduring thirst.* Icelandic: Boberg.

H1545. *Contest in fasting.* *Loomis White Magic 130.

H1550—H1569. TESTS OF CHARACTER

H1550. *Tests of character.* Breton: Sébillot Incidents s.v. "épreuves"; Jewish: Neuman; India: Thompson-Balys.
 B291.0.1. Animals tried out as messenger. D643. Transformation to test heroes. W. Traits of character.

H1550.1. *Bad character shown by the eyes.* Icelandic: *Boberg; Jewish: *Neuman.
 HT1.6. Bright eyes as sign of royalty (nobility).

H1552. *Tests of generosity.* Irish myth: *Cross.
 W11. Generosity.

H1552.1. Which was the most generous—husband, robber, or lover? Woman has promised her lover to go to him on her wedding night. Husband lets her go. On way she meets robbers and tells her story. Robbers take her to her lover. She tells what has happened. Lover returns her immediately to her husband. *Type 976; *Köhler-Bolte I 214—216; *Chauvin VIII 123f. No. 110; Penzer VII 7ff.; Chaucer's "Franklin's Tale"; India: Thompson-Balys.

J1177. Story told to discover thief, Which was the most generous? Robber sees only robber's point of view. M261. Chaste woman promises herself to her lover when the rocks leave the coast. (They are moved by magic.) T245. Man unfaithful even on wedding night.

H1552.1.1. Which was most generous—husband, lover, or magician (similar)? Italian Novella: Rotunda.

H1552.2. Contest in generosity. Ruler vies with minister in generosity. Minister declared loser and condemned to die. Pardoned on acknowledging defeat. Italian Novella: Rotunda.

WIL. Generosity.

H1553. Tests of patience. Gaster Exempla 202 No. 84; Irish: O'Suilleabhain 37, Beal XXI 314.

H461. Test of wife's patience. Griselda.

H1553.1. Philosopher teaches son to beg before stone statues. In this way he will acquire patience. Spanish: Childers.

J150. Other means of acquiring wisdom (knowledge). U130. The power of habit.

H1553.2. Test of patience: king accepts strong reproof and criticism. Spanish Exempla: Keller.

H1553.3. Test of patience: those who wish to enter city gate must endure insults of old men there who mock them. Spanish Exempla: Keller.

H1553.4. Man shows his patience by accepting blow in face with stool thrown by his superior in monastery. Spanish Exempla: Keller.

H1553.5. Monk fails in test of patience. He tries to live alone to test it. One day he loses his temper at a cup which overturns and he breaks it. Spanish Exempla: Keller.

H1553.6. Test of patience by asking irrelevant riddles. Jewish: Neuman.

H1554. Test of curiosity. (Cf. H1557.)

H1554.1. Test of curiosity: mouse in jug. The new Eve. A woman has boasted of a lack of curiosity and blamed Mother Eve. The king entertains her in his castle. She may see everything but must not look into a certain silver jug. She does so and finds a mouse in it. (Cf. H1557.2.) *Type 1416; *BP III 543 n. 1; *Crane Vitry 139 No. 13; Alphabet No. 575; *Fb "Adam" IV 3b; H. C. Andersen "Kroblingen"; Danish Fairy Tales and Legends; Spanish Exempla: Keller; Jewish: *Neuman.

C324. Tabu: looking into jug. Woman does so and finds mouse in it.

H1554.2. Test of curiosity: the clock. A man is promised a beautiful clock if he can mind his own business for a whole year. He does. The giver tells him he is the second man who almost made sure of getting the clock. The man asks how the other missed getting it; he loses the clock himself. England: Baughman.

H1554.3. Test of curiosity: the paternoster. Plowman is promised a horse if he can say a paternoster without thinking of anything else.

In the midst of the recitation, he asks if he will get the saddle and bridle too. He loses bargain. England: Baughman.

H1555. *Tests of honesty*. Irish myth: Cross.

H1555.1. *Test of honesty: man entrusted with treasure*. Irish myth: Cross; India: Thompson-Balys.

H1556. *Tests of fidelity*. Irish myth: Cross; Hindu: Tawney I 86 n., 196, 357, II 57, 71, 606; Arabian: Burton Nights V 144, IX 325.

D699.8. Transformation to test fidelity. H492. Test of faithfulness of husband and wife. J1634. To follow the king. N25. Wager on truthfulness of servant. T210. Faithfulness in marriage. T230. Faithlessness in marriage.

H1556.0.1. *Fidelity of servant tested*. Irish myth: *Cross.

P361. Faithful servant. R58.4. Faithful servant locks his master and his friend up in a little house built from wood from their wrecked ships; falsely think themselves betrayed.

H1556.0.2. *Test of fidelity (loyalty) of guard*. (Faithful unto death.) India: Thompson-Balys.

H1556.1. *Test of fidelity by feigning death*. English: Wells 129 (Sir Orfeo); Italian: Basile Pentamerone II No. 4; India: Thompson-Balys; West Indies: Flowers 473.

H466. Feigned death to test wife's faithfulness. J2188. The man who wanted to be dead one day. K751. Capture by feigning death. K911. Feigning death to kill enemy. K1860. Deception by feigning death.

H1556.1.1. *Cock feigns death to see what hens will say about him*. India: Thompson-Balys.

H1556.2. *Test of fidelity through submitting hero to temptations*. Kitteredge Gawain and the Green Knight 6ff.; Irish myth: *Cross; India: Thompson-Balys.

H1556.3. *Test of fidelity through offering suspected assassin opportunity to commit the murder*. Heptameron No. 17.

H1556.4. *Fidelity in love tested*. India: Thompson-Balys.

H1556.4.1. *Lover's fidelity tested by going to bed with mistress and only kissing*. Heptameron No. 18.

H1472. Test: sleeping by princess three nights without looking at her or disturbing her. T350. Chaste sleeping together.

H1556.4.2. *Lover's fidelity tested by making love to maid*. Heptameron No. 18.

H1556.4.2.1. *Wife tests her husband's fidelity by tempting him in the guise of another woman*. India: Thompson-Balys.

H1556.4.3. *Lover's fidelity tested by substituting maid in mistress's bed at assignation. He must refuse her*. Heptameron No. 18.

K1223. Mistress deceives lover with a substitute. K1317. Lover's place in bed usurped by another.

H1556.4.4. *Old uncle tests nephew's fidelity by sleeping with his beloved*. Icelandic: Boberg.

H1556.4.5. *Husband's (wife's) willingness to die for mate disappears when Death seems to arrive*. Lithuanian: Balys Index No. 1355*. C11. The Old Man and Death.

H1556.4.5.1. *Old woman's willingness to die for daughter disappears when Death seems to arrive*. India: Thompson-Balys.

H1556.4.6. Rose given by supernatural wife to husband when he leaves for home will shed as many petals as times he thinks of her. India: Thompson-Balys.

E761.3. Life token: tree (flower) fades.

H1556.5. Test of fidelity by feigning sleep in same bed as calumniated hero or alone in the forest with him. Icelandic: *Boberg.
K911.3. Sleep feigned to kill enemy.

H1557. Tests of obedience. Irish myth: *Cross.

C. Tabu. H473. Test of wife's obedience. W31. Obedience. W126. Disobedience.

H1557.1. Obedience of sons tested by offering them apple. They are each offered a slice of apple. The king says, "Open your mouth and receive what I give you". Eldest son insulted; youngest obeys and receives kingdom as reward. (Cf. H1558.0.1.1.) *Pauli (ed. Bolte) No. 368; *Crane Vitry 187 No. 123; BP III 236; Wesselski Mönchslatein 8 No. 3; Hdwb. d. Märchens I 93a n. 7.

H1557.2. Adam's (Eve's) disobedience blamed: blamer immediately disobeys orders. (Cf. H1554.1.) Alphabet Nos. 574, 575.

H1557.3. Old man contented till forbidden to leave city. Immediately disobeys. *Pauli (ed. Bolte) No. 319; Wesselski Märchen 220 No. 33.

H1557.4. Pope tests women's disobedience: not to look into box. (Cf. H1554.1.) They do so and are not allowed to hear confession. Pauli (ed. Bolte) No. 398.
C321. Tabu: looking into box.

H1557.5. Obedience of king's subjects tested by willingness to allow spear to be carried crosswise into houses. Way must be hewn. Irish myth: Cross.

F171.6.3. Trying to get a beam through a door crosswise in otherworld. J1964. Tree-trunks laid crosswise of the sledge.

H1557.6. King tests gardener's obedience by playing thief. India: Thompson-Balys.

K1812. King in disguise.

H1558. Tests of friendship. Icelandic: *Boberg; India: *Thompson-Balys.
C489.2. Tabu: not to speak about certain happening. H1561.2.2. Fight with father's old friend, though only to mention who he is would assure the youth a friendly reception. P310. Friendship. P311.1. Combatants become sworn brethren. S268. Child sacrificed to provide blood for cure of friend.

H1558.0.1. Test of worthiness for friendship.

H1558.0.1.1. Apple test of worthiness for friendship. Father gives son three apples to offer to those he meets. If the man eats all, avoid him; if he divides, make friends with him. (Cf. H1557.1.) *BP II 39 n. 2, III 236; Hdwb. d. Märchens I 92b. n. 3.

H259. Child proves his innocence by choosing an apple.

H1558.1. Test of friendship: the half-friend. A man kills a hog and tells his friends that he has killed a man and asks where he can hide the body. All of them drive him away and only his father's half-friend remains true to him in his feigned trouble. *Type 893; *Basset RTP XXII 10; *Crane Vitry 185f. No. 120; Herbert III 10, 55, 205; *Penzer V 87 n. 1; Alphabet No. 59; Chauvin IX 15f.; Hdwb. d. Märchens I 94b; Oesterley No. 129; Scala Cell 9a, 11b Nos. 60, 69. — Icelandic: Sveinsson FFC LXXXIII p. xix, *Boberg; Spanish Exempla: Keller;

Italian Novella: *Rotunda; Jewish: bin Gorion Born Judas IV 32, *274.

K169.6. Youth saved from death sentence by father's friend.

H1558.1.1. *Of three friends the least loved proves true in emergency.* Spanish Exempla: Keller; Jewish: bin Gorion Born Judas IV 32, 275; India: Thompson-Balys.

H1558.2. *Test of friendship: substitute as murderer.* A man in misery gives himself up as a murderer rather than endure further misery. His friend tries to take on himself the guilt and be substituted. The real murderer, touched by the generosity, confesses. *Chauvin IX 16 No. 2; Schiller's "Burgschaft"; Spanish Exempla: Keller. P318. Friends offer to die for each other.

H1558.3. *Test of friendship: to go with one to death.* Everyman. He calls in Riches, Family, etc. Only Good Deeds remains with him. *Chauvin III 101 No. 7; Jewish: *Bin Gorion Born Judas IV 226, 275; Icelandic: *Boberg.

H1558.4. *The hare with many friends.* In the final test none help and only her legs save her. Jacobs Aesop 216 No. 70.

H1558.5. *Test of friendship: death feigned to test debtor friends.* Italian Novella: Rotunda.

K1800. Deception by feigned death (sleep).

H1558.6. *Test of friendship: the imagined refusal.* Man wonders if his friend would lend him his palfrey. Decides he would refuse. Imagines that he has actually asked for the palfrey and has been refused. Cools toward his friend. The owner of the horse asks for an explanation. He agrees to lend him the horse and they are reconciled. Italian Novella: Rotunda.

H1558.7. *Test of friendship: the power of money.* Spendthrift loses his friends in poverty. Italian Novella: Rotunda; India: Thompson-Balys.

H1558.7.1. *Sultan takes disguise of beggar to test friends.* India: Thompson-Balys.

K1812. King in disguise. K1817.1. Disguise as beggar.

H1558.7.2. *Friends desert when man reports loss of his money.* England: Baughman.

H1558.8. *Friends refuse to fight against each other.* Icelandic: Boberg. P205. Refusal to fight relatives.

H1558.8.1. *Sword too heavy to lift against a friend.* Icelandic: Boberg.

D1654.4. Immovable weapon. F833.1.1. Sword so heavy that only its owner can lift it. F835.2.1. Iron club so heavy that five men can hardly lift it.

H1558.9. *Pregnant wife left in charge of friend.* Icelandic: Lagerholm 129ff., Boberg.

K2297.1. Man leaves his sweetheart in charge of friend. He tries to force his attentions upon her and then claims it was a test of fidelity.

H1558.10. *Friendship kept up even during sons' jealousy and enmity.* Icelandic: Boberg.

H1558.11. *Test of friendship: to take a slap publicly from friend.* Spanish Exempla: Keller.

H1558.12. *Test of friendship: mourner says dead husband can be touched*

only by sinless person; volunteers for cremating body immediately disperse. India: Thompson-Balys.

K445. The emperor's clothes.

H1558.13. *Test of friendship: loyalty to condemned friend.* India: Thompson-Balys.

H1561. *Tests of valor.* Irish myth: *Cross; Icelandic: *Boberg.

C833.2. Tabu: turning aside for anyone. H1400. *Tests of fear.* H1566. Tests for admission to warrior band (*flán*). W121. Cowardice. W32. Bravery (heroism).

H1561.1. *Tests of valor: tournament.* English: Hibbard 229, Wells 151 (Coer de Lyon); Icelandic: *Boberg; Jewish: Neuman.

H331.2. *Suitor contest: tournament.* P561. Tournaments. P311.1. Combatants become sworn brethren. R222. Three days's tournament.

H1561.2. *Single combat to prove valor.* *Chauvin V 21 n. 1; Irish myth: *Cross; Icelandic: *Boberg; Jewish: *Neuman.

H218. Trial by combat.

H1561.2.1. *Holmgang.* Single combat on an island. *Schoepperle II 336ff.; English: Wells 32 (Layamon's Brut); Icelandic: *Boberg.

H1561.2.2. *Fight with father's old friend, though only to mention who he is would assure the youth a friendly reception.* Icelandic: *þidriks saga I* 222—32, Boberg.

H1568. *Tests of friendship.*

H1561.2.3. *Combats at fords.* Irish myth: *Cross.

C617.1. *Forbidden (perilous) ford.*

H1561.3. *Test of valor: not flinching under a blow.* Kittredge *Gawain* 7ff.; Icelandic: Boberg.

H1561.4. *Test of valor: rousing servant's anger.* Nobleman, when examining servants for hire, bids each stand before him and comb his long beard. Occasionally he snaps at them as if to bite them. Those who dodge he lets go; those who offer fight he employs. *Pauli (ed. Bolte) No. 862.

H1561.5. *Test of valor worthy for kingship: taking possession of royal insignia placed between two ferocious lions.* Chauvin II 183 No. 24. P11.2. Winner of contest to be king.

H1561.6. *Test of valor: fight with giant.* Irish myth: *Cross; Jewish: Neuman.

B11.11. *Fight with dragon.* F531. Giant. F628.2.3. Strong man kills giant. H1550. Task: stealing, capturing, or slaying. J1769.1. Giant thought to be a hill.

H1561.7. *Test of valor: attack by warrior and hound.* Irish myth: *Cross.

H1561.8. *Warriors battle against leader as test of valor.* Irish myth: Cross.

H1561.9. *Prince chooses shorter but more dangerous road.* Icelandic: Boberg; India: *Thompson-Balys.

H1561.10. *Master tests disciple by asking him if he will be willing to plunge with him into the Indus.* India: Thompson-Balys.

H1562. *Test of strength.* *Type 650; Irish myth: *Cross; Jewish: *Neuman.

A526.7. Culture hero performs remarkable feats of strength and skill. F610. Remarkably strong man. H1130. Superhuman task. H1142.2. Task: drinking the sea dry. H1140.2. Task: lifting a certain cat.

H1562.1. *Test of strength: pulling up tree by roots.* See all references to F621.
 F614.2. Strong man uproots tree and uses it as weapon. F621. Strong man: tree-puller. G152.1. Giant with tree for herding-stick.

H1562.1.1. *Test of strength: cutting tree with one stroke.* India: Thompson-Balys.

H1562.2. *Test of strength: lifting stone (fireplace, etc.)* English: Wells 59 (The Turke and Gowin), 114 (Sir Isumbras); Icelandic: *Boberg; Danish: Schmidt DF XXXIX 55.
 F624. Mighty lifter.

H1562.2.1. *Test of strength: lifting sword.* Chinese: Graham.

H1562.2.2. *Before undertaking rescue, bat tests strength by lifting stone.* N. A. Indian (California): Gayton and Newman 95.

H1562.3. *Test of strength: breaking heavy glass bottle over loaf of rye bread.* *Fb "flaske" I 309.

H1562.4. *Test of strength: prodigious jump.* Irish myth: *Cross.
 FI071. Prodigious jump.

H1562.5. *Test of strength: heavy stone flung at boaster; he throws it back.* Irish myth: Cross.

H1562.6. *Test of strength: breaking spirited horse.* Irish myth: *Cross.
 HI166. Task: taming wild animals.

H1562.7. *Strength contest: contestants stand with back to rock on opposite side, an iron ring around neck of each connected by chain. They tug until ring severs neck of one.* Irish myth: Cross.

H1562.8. *Test of strength: breaking witch's back.* Icelandic: Boberg.

H1562.9. *Test of strength: wrestling.* Icelandic: *Boberg.
 HI31.6. Suitor test: wrestling.

H1562.10. *Test of strength: pushing out heavy ferry.* Icelandic: Boberg.

H1562.11. *Test of strength: pulling in two iron bars passing through hole.* Irish myth: Cross.

H1562.12. *Task: destruction of iron castle.* French Canadian: Sister Marie Ursule.

H1562.13. *Test of strength: shooting through seven iron plates with arrow.* India: *Thompson-Balys.

H1562.14. *Mighty-of-His-Mouth and Mighty-of-His-Hands decide to live together to test strength.* Strength of mind is winner. India: Thompson-Balys.
 L351. Contest of wind and sun. Sun by warmth causes traveler to remove coat, while wind by violent blowing causes him to pull it closer around him.

H1563. *Test of skill.* Irish myth: *Cross.
 A526.7. Culture hero performs remarkable feats of strength and skill.
 F660. Remarkable skill.

H1564. *Test of hospitality.* English: Wells 64 (Avowyng of King Arthur etc.); Irish myth: *Cross; Jewish: Neuman.
 P320. Hospitality. Relation of host and guest.

H1565. *Tests of gratitude.*
 W27. Gratitude. W154. Ingratitude.

H1565.1. *Test of gratitude:* magician makes pupil believe himself superior. Though he has promised magician great rewards he forgets his promise. Wealth removed. Alphabet No. 62; Scala Celi 12a No. 72; Wesselski Mönchslatein 13 No. 7; Herbert 83 No. 7; Spanish Exempla: Keller.

D2031.5. Man magically made to believe self bishop, archbishop and pope.

H1566. *Test for admission to warrior band.* Irish myth: *Cross.
P551.0.1. Band of professional warriors (fian).

H1567. *Test of leadership.* Irish myth: *Cross.

H1567.1. *Frightful meal as test of leadership.* Irish myth: *Cross.
Q478. Frightful meal as punishment.

H1567.1.1. *Test of leadership (obedience):* swallowing mouse without vomiting. Irish myth: *Cross.

H1568. *Test of the champion.* Irish myth: Cross.

H1568.1. *Test of championship: sitting on pillow covering egg without breaking egg.* Irish myth: Cross.
P632.3.1. "The champion's portion."

H1569. *Tests of character — miscellaneous.*

H1569.1. *Test of industry.* (Cf. H382.)

H1569.1.1. *Man tests industry of prospective servant girl.* England, U.S.: *Baughman.

H1570—H1599. MISCELLANEOUS TESTS

J1031. Money tested by throwing it into stream to see if it will swim.

H1571. *Test of sensitiveness.* (For details see F647.) *BP III 238; Penzer VII 10ff.; Köhler-Bolte I 64; Bolte Reise der Söhne Giaffers 120.
F647. Marvelous sensitiveness. F1041.2b.5. Man senseless from grief at hearing of father's death.

H1572. *Test of fertility.* Irish myth: Cross.

D1347. Magic object produces fecundity. D1925. Fecundity magically induced. T381.1. Magic remedies for barrenness or impotence.

H1572.1. *Stone under fertile woman produces milk; under barren woman produces blood.* Irish myth: Cross.

D931. Magic rock (stone). F991. Object bleeds.

H1573. *Religious tests.* Irish myth: *Cross; Jewish: *Neuman.

H592.1. Test of religious learning. V. Religion. V350. Conflicts between religions.

H1573.0.1. *Angel helpers in religious test.* Irish myth: Cross.
V232. Angel as helper.

H1573.1. *Belief in Christianity tested.* (Cf. V300.) Irish myth: Cross.

H1573.1.1. *Heathen swallowed by earth. Proof of his belief.* Irish myth: Cross.

F942.1. Ground opens and swallows person. F948.1. Ground opens and swallows heathen idols. V331. Conversion to Christianity.

H1573.1.2. *Loathly deed performed as evidence of Christian virtue.* Irish myth: Cross.

V460. Clerical virtues and vices.

H1573.1.3. *Druid attempts to shake king's faith by magic manifestation.*
 Irish myth: Cross.
 D1711.4. Druid as magician. V330. Conflicts between religions.

H1573.1.4. *Man commanded by saint to leap into fiery furnace: unharmed.* Irish myth: Cross.
 D1846.5. Invulnerability bestowed by saint. F964. Extraordinary behavior of fire.

H1573.2. *Religious personages tested.* Irish myth: *Cross; Jewish: *Neuman.
 H984. Tasks performed with help of saint.

H1573.2.1. *Magic manifestation required as proof in test of saintliness.*
 Irish myth: Cross; Jewish: Neuman.
 D1713. Magic power of hermit (saint). V222. Miraculous manifestation acclaims saint.

H1573.2.2. *Saint tested by visit of deity in disguise.* Irish myth: Cross.
 K1811. Gods (saints) in disguise visit mortals.

H1573.2.3. *Test of worthiness for bishop: plowing without plowshare.*
 Irish myth: Cross.

H1573.3. *Power of Christianity tested.* Irish myth: *Cross; Icelandic: *Boberg.
 V211. Christ. V340. Miracle manifested to non-believers.

H1573.3.1. *Saint drinks poison without injury as proof of power of Christianity.* Irish myth: *Cross.
 D1840.1. Magic invulnerability of saints. D1840.1.2. Magic invulnerability of saints keeps poison from harming them.

H1573.3.2. *Saint's horse miraculously preserved as proof of power of Christianity before fairy.* Irish myth: Cross.

H1573.3.3. *Transformation by saint as proof of Christianity before druid.*
 Irish myth: Cross.
 D683.4. Transformation by saint. V350. Conflicts between religions.

H1573.3.4. *Wizard (druid) burned, saint saved in test of power of Christianity.* Irish myth: *Cross.
 Q862. Prodigy as punishment.

H1573.4. *Power of other religions tested.*

H1573.4.1. *Power of Judaism tested.* Jewish: Neuman.

H1573.5. *Test of steadfastness of love for God: though warned in dream man refuses to part with sacred stone.* India: Thompson-Balys.

H1573.6. *Test of righteousness.*

H1573.6.1. *Ability to cross bridge as test of righteousness.* Irish myth: *Cross.
 A861.0.5.1. Soul-bridge: easy for righteous to cross, more difficult for others.

H1573.7. *Test of repentance.*

H1573.7.1. *Test of repentance: culprit exposed to situation identical to that in which he sinned.* (Cf. H1573.) Jewish: *Neuman.

H1574. *Tests of social position.* Irish myth: *Cross.

H1574.0.1. *Social rank determined according to portion taken from cauldron of food.* Irish myth: Cross.

H1574.1. *Tests for noble blood.* Irish myth: *Cross.
P50. Noblemen (knights).

H1574.2. *Fruitfulness of nature as proof of kingly right.* Irish myth: *Cross.
Q153. Nature benign and fruitful during reign of good king.

H1574.3. *King chosen by test.* Irish myth: Cross.
H41. Recognition of royalty by personal characteristics. H71, Marks of royalty. H175. Stone of Destiny. H161.5. Test of valor worthy for kingship. M314.1. Prophecy: son who catches certain fawn will be king. P11. Choice of Kings.

H1574.3.0.1. *Test imposed on young princes as candidates for throne.* Irish myth: Cross.

H1574.3.0.2. *Two deities test virtues of a king.* India: Thompson-Balys.

H1574.3.1. *The burning forge (smithy): he who salvages anvil will be king.* Irish myth: *Cross.

H1574.3.2. *He who wins maiden queen is king.* Icelandic: *Boberg.

H1575. *Tests of sight.* Irish myth: Cross.

H1575.1. *Test of sight: stepping stones.* Captives re-blinded if they cross stepping-stones without stumbling. Irish myth: Cross.

H1576. *Tests of possession of magic powers.* Irish myth: Cross.
D1700. Magic powers.

H1576.1. *Test of magic powers: telling sex of unborn goat.* India: *Thompson-Balys.

H1576.2. *Test of skill for a fakir: heating iron and passing it through hands without burning them.*
H151. Heat test. Attempt to kill hero by burning him in fire.

H1577. *Test of divine favor.*

H1577.1. *Test of goddess' favor: man throws away his wife's jewel-box to see if she can regain it with the aid of goddess.* India: Thompson-Balys.

H1577.2. *Test of goddess's favor: husband drowns his son to see if his wife's tutelary goddess can bring him back to life.* India: Thompson-Balys.

H1578. *Test of sex: to discover person masking as of other sex.* *Dh I 329; Köhler in Gonzenbach II 216 No. 17.
K521.4.1. Disguise in clothes of other sex so as to escape. K521.4.1.1. Girl escapes in male disguise. K1698. Disguised man in convent fails in sex-inspection test. K1836. Disguise of man in woman's dress. K1837. Disguise of woman in man's dress.

H1578.1. *Test of sex of girl masking as man.* BP II 57f., III 236; Italian: Basile Pentamerone III No. 6; India: Thompson-Balys.

H1578.1.1. *Test of sex of girl masking as man: peas spread on floor.* Men tread firmly; women slip. BP II 57 n. 2; Hdwb. d. Märchens I 92b. n. 6; *Zachariae Kleine Schriften 58.

H1578.1.1.1. *Test of girl masking as man: nuts and corn spread on floor.* Jewish: *Neuman (J1661.1.)

H1578.1.2. *Test of sex of girl masking as man: spinning wheel brought.* Men take no notice; women interested. BP II 57 n. 2.

H1578.1.3. *Test of sex of girl masking as man: choosing flowers.* Girl will choose a carnation; man a rose. Sicilian: Gonzenbach No. 17.

H1578.1.4. *Test of sex of girl masking as man: ball thrown into lap.* Girls spread legs to catch it; men not. Fb "kvinde" II 339a.

H1578.1.4.1. *Woman throws apple to man in woman's dress.* He puts his legs together to catch it. (Cf. H1578.1.4.) England, U.S.: *Baughman.

H1578.1.4.2. *Test of sex of man masking as girl: jumping over pit (only man succeeds).* India: Thompson-Balys.

H1578.1.5. *Test of sex of girl masking as man: nuts and apples offered.* Men put them in their shirts, girls into their handkerchiefs. *BP II 58; Bolte Wickram's Rollwagenbüchlein 384 n. 2; FL I 133, 354; Hdwb. d. Märchens I 92b. n. 6.

H1578.1.6. *Test of sex of girl masking as man: warned by a parrot, she picks only one flower.* India: Thompson-Balys.

H1578.2. *Test of sex of man masking as girl: arms placed among baskets and war-trumpet sounded.* Man snatches arms. Greek: *Frazer Apollodorus II 74 n. 1.

H1581. *Test of heirship.* German: Grimm Nos. 63, 106, 124, 151, 152, 179.

H1582. *Health test.* Penzer III 272 n. 1.

H1582.1. *Recognition of good health by hearing voice.* Chauvin V 45 No. 18.
F956. Extraordinary diagnosis. H79.3. Recognition by voice.

H1582.2. *Recognition of good health by smoke rising from chimney.* Irish myth: Cross.
D1812.5.0.4.1. Divination from rising smoke.

H1583. *Tests of time.*
H701. Riddle: how many seconds in eternity? Z51. Never.

H1583.1. *Time measured by worn iron shoes.* Icelandic: *Boberg.
F1015. Extraordinary occurrences connected with shoes. H241. Worn-out shoes as proof of long journey. H1231. Large boot-supply for journey. Q502.2. Punishment: wandering till iron shoes are worn out.

H1583.2. *Time measured by fit of ring.* Irish myth: Cross.

H1584. *Tests of space.* Irish myth: Cross.

H1584.1. *Land measured according to amount within person's view.* Irish myth: *Cross.
K185.1. Deceptive land purchase: ox-hide measure.

H1584.2. *Land measured according to amount encompassed during certain hours.* Irish myth: Cross.

H1585. *Test of cleanliness by being shaken to see if lice fall off.* Chinese: Graham.

H1588. *Contest of dogs.* Two opponents test their powers by having their dogs fight. N. A. Indian: *Kroebner JAFL XXI 224.
B268.2.1. War-dogs. B524. Animal overcomes man's adversary. K1.1. Magic animal wins contest for man.

H1588.1. *Litter of puppies tested by throwing them one by one at hanging hide of wild beast, and keeping the one that grips hide.* Puppy grows up to be great hunting dog. Irish myth: Cross.

H1588.2. *Man and king compete by letting their domestic animals fight.* India: Thompson-Balys.

H1591. *Shooting contest.* N. A. Indian (California): Gayton and Newman 74.
H331.4. *Suitor contests: shooting.* K31. Shooting contest won by deception. N55. Shooting contest on wager.

H1591.1. *Contest: spear-casting.* India: Thompson-Balys.

H1592. *Hunting contest.* Irish myth: Cross; Icelandic: Boberg.

H1593. *Goaling match between fairies and mortals as test of supremacy.* Irish myth: Cross.
F267. Fairies attend games.

H1594. *Foot-racing contest.* Irish myth: *Cross; Icelandic: Boberg.
K11. Race won by deception. V261.3. Angels run races before saint.

H1594.0.1. *Death as penalty for losing foot-race.* Irish myth: Cross.
Q411. Death as punishment.

H1594.1. *Foot-race between fairy and mortal.* Irish myth: *Cross.
F380. Fairies — miscellaneous motifs.

H1594.2. *Foot-race between giant and mortal.* Irish myth: Cross.

H1595. *Test of memory.*

H1595.1. *Test of memory: Solomon asks Marchus question, receives answer; fourteen months later he asks second question based on first, again receives correct answer; four months later asks third question based on first two, again receives correct answer.* Nouvelles de Sens. No. 31.

H1596. *Beauty contest.* Jewish: Neuman; India: *Thompson-Balys.
J242. Useful wins contest over beautiful.

H1596.0.1. *Test for attractiveness to men.* Irish myth: Cross.

H1596.1. *Golden apple as prize in beauty contest.* Judgment of Paris.
Scala Celi 22b, 27a Nos. 146, 175; Greek: Fox 124.
A163. Contest among the gods. F813.1.1. Golden apple.

H1596.2. *Strangers umpire beauty contest.* Africa (Madagascar): Sibree
Madagascar before the Conquest (London, 1896) 239ff.

H1596.3. *Women to appear naked in beauty contest.* Jewish: Neuman.

H1598. *Contest between man and other being.*

H1598.1. *Contest between man and angel.* Jewish: *Neuman.









